FREE Mini-Mag! 6 Posters! 10 page buyers guide!

Every game ever made inside!

Join the Pro Crew now!

OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO



Played to death!

- VIGILANTE 8
- MONACO GRAND PRIX
- SNOWBOARD KIDS 2
- WCW NITRO
- BEETLE ADVENTURE RACING

LEGO RACERS

WORLD Exclusive!

MARIO PARTY complete guide!

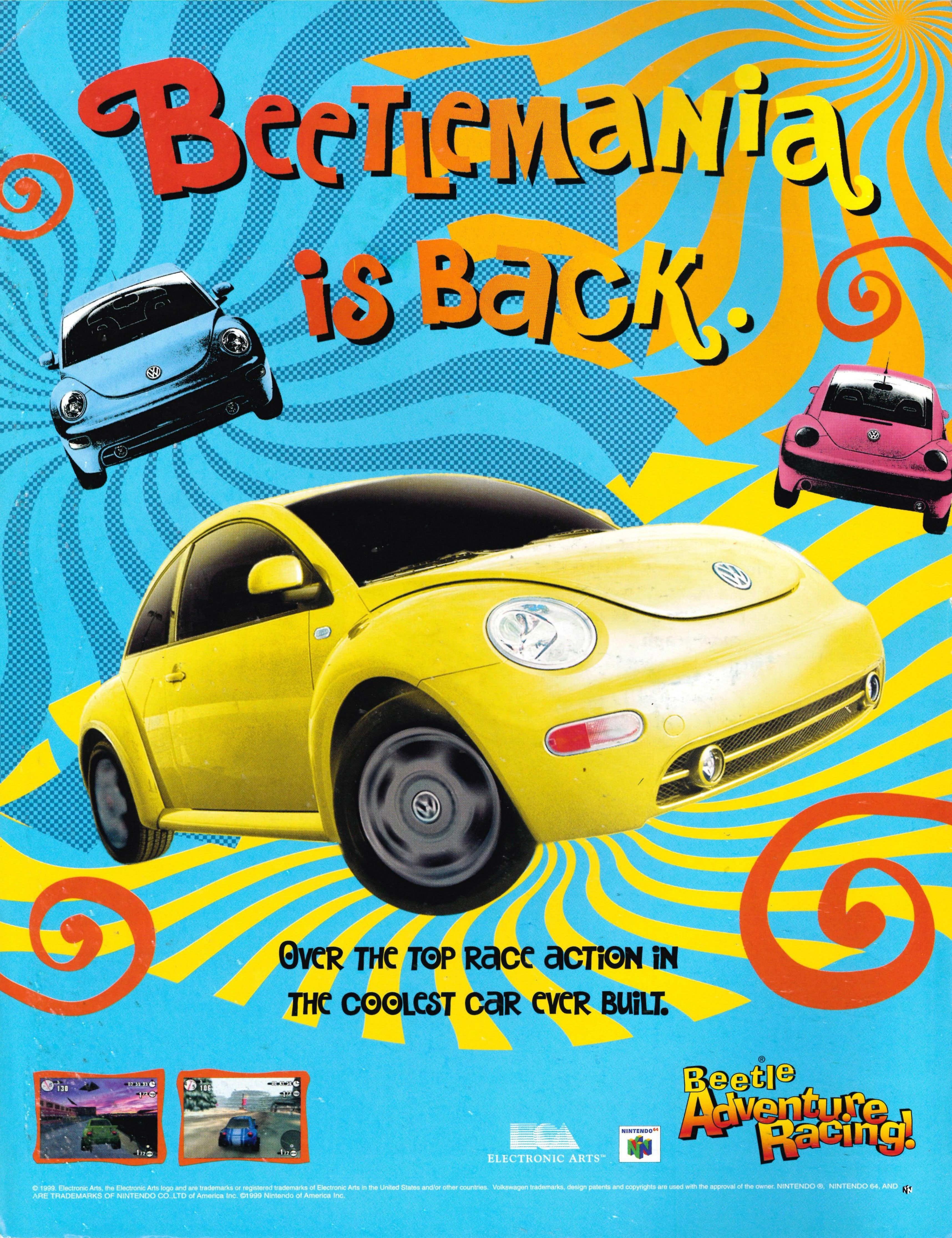
Check it out, man! Funky first review!

VIGILANTE 8

WIN!

Up from the depths! Inflatable Godzillas to be won!

ISSUE 20 EASTER 1999 £2.99


Beetlemania
is Back.
Over the top race action in
the coolest car ever built.
Beetle Adventure Racing!
ELECTRONIC ARTS™
NINTENDO 64
© 1999. Electronic Arts, the Electronic Arts logo and are trademarks or registered trademarks of Electronic Arts in the United States and/or other countries. Volkswagen trademarks, design patents and copyrights are used with the approval of the owner. NINTENDO ®, NINTENDO 64, AND ARE TRADEMARKS OF NINTENDO CO.,LTD of America Inc. ©1999 Nintendo of America Inc.

OFFICIAL! WORLD'S BIGGEST N64 MAG
N64 PRO



The lads... and indeed lass, all have ond memories of being kids (although Noely's so old he can barely remember!), but what were our favourite toys?



Nicky... bounced up and down tirelessly on a space hopper. All day sometimes!



Mark... zoomed around an imaginary galaxy in his model Millennium Falcon. Until he stood on it!



Jim... liked the obscurely sinister Cyborg, a fully poseable action figurine



Lewis... whiled away the long Winter hours with Speak And Spell. *(Hmmm! -Ed)*



Noely... used to play with dolls! Says it was a Six million Dollar man, but we reckon it was Barbie!



Steve... had hours of fun with his snazzy Evil Knieval wind-up stunt bike



James... Used to walk backwards whilst shouting 'nanoo, nanoo' at his 'Mork in egg'



Tip-X... reckons we wouldn't be able to understand the toys he used to play with!



Scoop... couldn't get enough of his rubber bone. It squeaked and everything apparently!



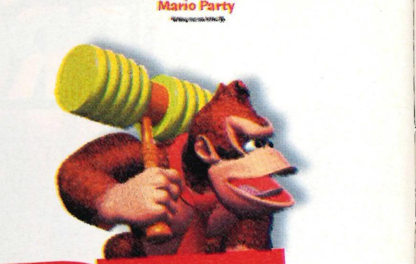
Paul... Tomy Pinball Junior. It beeped and everything, and no-one could tell you off for tilting.

The 8 Commandments

- N64 PRO will always review games dead honestly, and we'll always ask at least one of you lot for your opinion too!
- N64 PRO will be bang up to date with the latest reviews, finest previews and most up to the minute news in every single issue
- N64 PRO will scour the galaxy to find each and every new cheat possible for every single N64 game, even if it kills us!
- N64 PRO team members will never talk down to our readers - even the really thick ones!
- N64 PRO will always be written by experts who live and breathe the N64 gaming
- N64 PRO will always give the most coverage to the best games, and not waste our time - or yours - rambling on about the rubbish ones
- N64 PRO will always be the most reader-interactive N64 mag around - giving you the chance to have YOUR say in many different ways
- N64 PRO will always feature the latest cheats, and the guides to the games you want to see cracked!"

Get in touch! Send your comments, opinions (with photos) to: N64 Pro, FREEPOST, 3038, Macclesfield, Cheshire, SK10 4YE (No stamp required)

OFFICIAL! WORLD'S BIGGEST N64 MAG
N64 PRO
Issue 20 Easter 1999

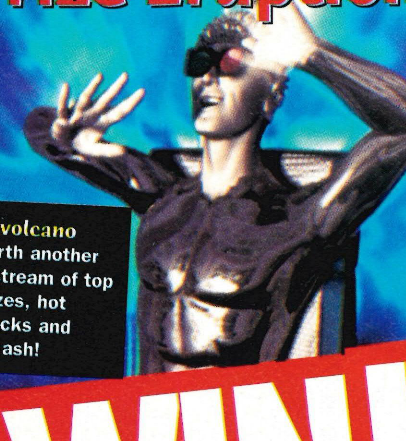


THE PRO CREW

CONTENTS

FREE Posters

6 Prize Eruption!



The Pro volcano spews forth another endless stream of top notch prizes, hot freebie rocks and giveaway ash!

WIN!

A top day out at Thorpe Park plus Godzilla Stuff!

FREE Blagger's Guide to Mario Party

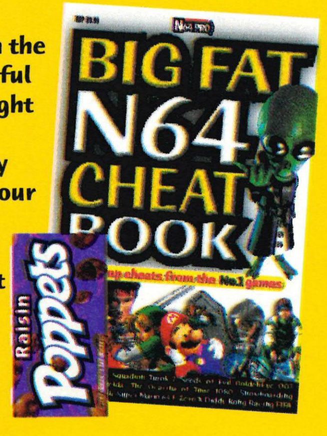


Get in even if your name's not down with Tip-X's guide to every single 'super happy mini-game' you'll play at Mazza's big bash!

Regulars

FREE Big Fat N64 Cheat Book! Plus a free gaming snack!*

If you can't finish just about every N64 game you own with the help of our phenomenally useful free book then you have no right to own a Nintendo in our opinion! And while you're busy smashing your way through your cart collection why not fill in any holes in your stomach by chomping on your free packet of Poppets! Short of playing the games for you, we don't see what more we could do!



*Gaming snack is UK only, sorry folks!

22 Reviews

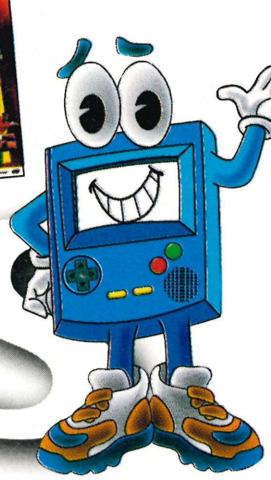
Bad N64 games are few and far between these days, but rest assured if there's one out there, N64 Pro will weed it out and tell you all about it!











Check out the new Game Boy Color section on page 86



REVEALED: TIP-X LENDS A HELPING HAND WITH GLOVER

P62

CHEAT ZONE

BLUEPRINT

ROCKET Racer's a name that's going to be on everyone's lips soon. He's the star of the super slick N64 debut by toy giants Lego, and can you guess who's got the world exclusive! Yeah, that's right, us!



Let's stick together!
More than just another brick in the N64 wall! Lego Racers is a startingly good debut, and with more in the pipeline '99 should be an all out nostalgia fest!

6 Cover Story: Lego Racers





Other racers that have seen this are 'bricking' it! The Lego kids are gonna ditch Diddy Kong and massacre Mario Kart! No doubt about it!

8 Resident Evil 64

There's a shiver running down our spines already!

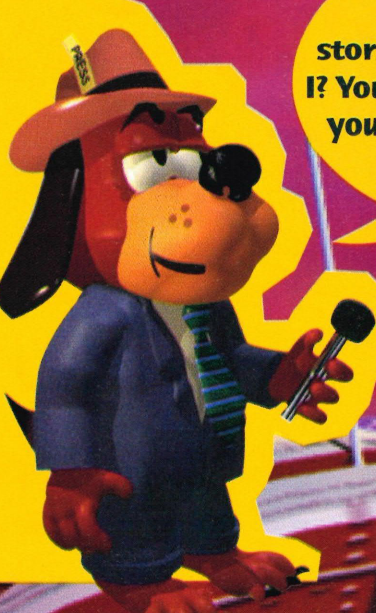




9 A Bug's Life

Creepy crawlies have never looked as lovable!

Scoop's spent most of his time this month making a scale model of his dream kennel out of little plastic bricks! We're definitely paying that dog too much y'know! Skiving mutt that he is...



N64 PRO

N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up this issue!



NEWS

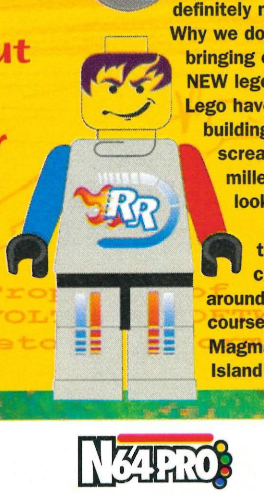
'Lego' of
It's my tu

You'll be fighting over who gets next go when this hyper addictive little beast hits the shelves, but that's no excuse for a headline as cringe-worthy as that!

TOP TOYS never go out of fashion. True, your Lego bucket may currently be collecting dust in your attic somewhere, sandwiched between such happy memories as Buckaroo and Monopoly. But deep down you know you'd never ever want to get rid of it.

Time to go dig it out mate because Lego is officially cool again (not that it ever stopped – Er, Noely, definitely not Steve!). Who says so? Why we do of course. Not content with bringing out all manner of smart NEW lego sets, (see Star Wars stuff) Lego have brought their little plastic building blocks kicking and screaming into the new millennium with the zippy looking Lego Racers.



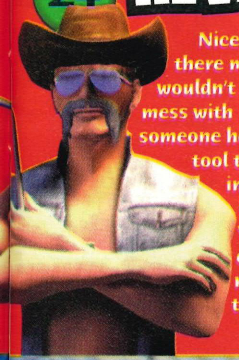


The game is a 3D racer that has you driving a customised brick-built vehicle around one of 12 Legoland courses. Dark Forest Dash, Magma Moon Marathon, Tribal Island Trail and Desert Adventure are just some of the names of tracks set within realms of classic Legoland themes such as Pirate, Castle, Space and Adventurers. Oh, when I think of the hours I wasted, gazing at elaborate Lego sets in my mam's Littlewoods catalogue as a pup... I always wanted the pirate ship, but the bitch would never get it for me (Scoop is of course referring to a lady dog here! – Steve)

It's a Mario Kart style game, only instead of Mario, Yoshi and co. you get to race as, and against, such Lego heroes as Rocket Racer, Alpha Dragonis, Sam Grant, Rob 'n' Hood and

SCOOPY SNACK
"Kids are gonna absolutely love Lego Racers!"





24 REVIEWED

Nice moustache there mush! Still, wouldn't want to mess with someone holding a tool that impressive! Or any of the Vigilante's eight for that matter! We're not that daft!



47 CRACKED OPEN

Forget pass the parcel! Mario's Party's much too lively for any of that nonsense! Check out Tip-X's hints and tips for a survival guide!

9 BLUEPRINT



Resident Evil 64? Can it be true? Yes, it can, and is! Start drooling!

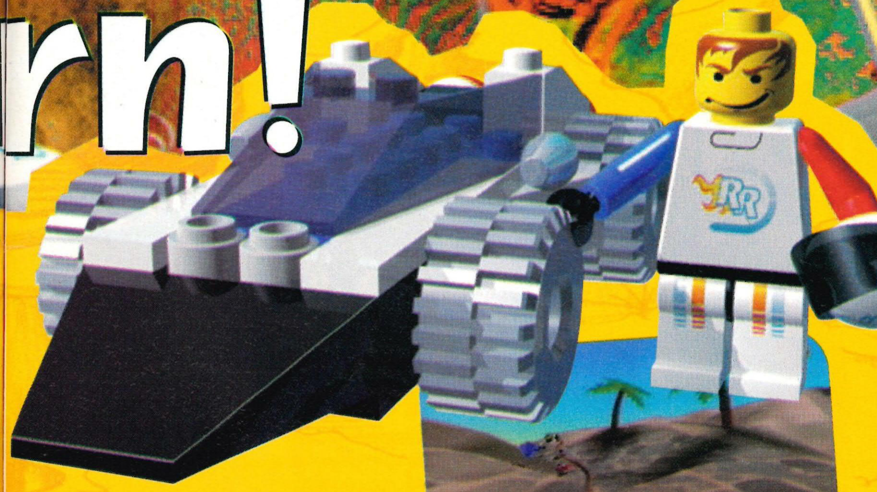








...my joypad! ...rn!







Captain Redbeard.

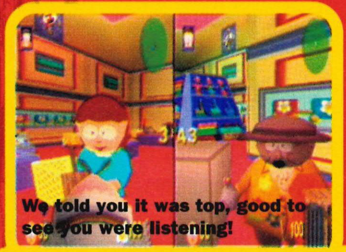
The game features all the standard power-ups, such as speed bursts, and missile weapons as well as a rather smart grappling hook that uses the car in front to propel you ahead of them.

But best of all, because it's Lego, all the cars you drive are built and customised by you. And you can't just knock any old shed together either because each block you add or remove to your design will affect the vehicle's performance. And of course, give your car too much of a pounding and bits will start to fall off, right in the middle of the race, leaving you in a right old mess! Great fun though, especially in multi player mode!

Kids are gonna absolutely love Lego Racers when it hits the N64 later this summer, but even if you're a little bit crustier, don't be put off! We've seen it, and even at an early stage this looks like heaven for fans of Mario Kart and DKR! You'd be barking to turn your nose up at this!

Charts

Sponsored by GAME



We told you it was top, good to see you were listening!

GAME UK Chart

1 - South Park 64
2 - Legend of Zelda: The Ocarina of Time
3 - Star Wars: Rogue Squadron
4 - WCW Revenge
5 - Virtual Pool



Noely's favourite, cos he drives a hippie mobile too!

N64 Pro's Most Played

1 - Vigilante 8
2 - Beetle Adventure Racing
3 - Michael Owen's WLS
4 - Mario Party
5 - Monaco Grand Prix



DK Country 64: The best game ever? More than likely!

Games Most Wanted

1 - Donkey Kong Country 64
2 - Shadowman 64
3 - Turok Arena
4 - A Bug's Life
5 - Perfect Dark

WIN!

Predict next month's Official UK GAME Chart top 3 and win a £25 GAME gift voucher

My predictions are as follows...

1

2

3

Name

Address

Postcode Age



World Exclusive!

New Power Generation



It's coming. And sooner than we all thought. Scoop pulls the rug out from under other industry newshounds and beats them to the punch by miles!

DECEMBER 1998. "We made the outline for Mario 2 more than one year ago, but I haven't touched it since then. Maybe we will make it for a completely different system." It was at that very moment that gaming guru Shigeru Miyamoto first lit the blue rumour touch paper and N2000 was born in the minds of a million gamesplayers.

Just a few short months later and the rumours turns into fact (with a few more rumours bolted on for good measure!). And you can read it here first folks. Another scoop for the Scoopster!

We're hearing that the plan is to launch the new machine (developed by a company called ArtX, who broke away from swanky graphics masters Silicon Graphics a couple of years ago) is due to launch in October 2000! Only six months or so after PlayStation 2!

Infinity and beyond

Widely expected to be even more powerful than Sony's effort, and certainly packing more of a memory punch, the big question everyone's asking is CD or not CD? That is the question, and the answer is maybe, but definitely not cartridge!

Apparently the two options on the table are a beefed up 1.5 gigabyte 64DD style writable disk thing, but the option favoured by developers is the absolutely huge 5.7 gigabyte DVD drive that's got everyone frothing at the mouth like a French mongrel at the moment!

It may not have writability, but its sheer size makes it about as desirable to your everyday developer as a pollen plastered Britney Spears would be to a swarm of hormone riddled teenage bees.

The second coming

Expect it to be DVD and expect to hear a bible's worth of information about it over the coming months, but for now, munch on this feast of facts and what may well turn out to be fiction!

N2000 - The Facts

- Howard Lincoln, Nintendo's American chairman promised third party developers that they would have the machine specs in their sweaty little hands before the end of the year!
- The N2000 will be 128bit, in line with Sony and Sega's new efforts It will be more advanced than any other games machine the world has ever seen
- If N64 sales slow down Nintendo are geared up for a launch in October 2000, but if games like Perfect Dark set new sales records then it may well be delayed until early 2001
- The machine is built around revolutionary new technology designed by ex-Silicon Graphics splinter group ArtX!
- Rumour is that it will be able to shift anything up to 80 million polygons around your telly every second, which sounds like a fair few polygons to us!
- Development kits are expected at key Dream Team developers any time now, but it is thought that a working prototype is currently in the hands of Miyamoto's staff!
- Nintendo feel that the decision to ditch carts will lure the likes of Squaresoft, Namco and Capcom back into the fold, no problem!
- There is little doubt that some kind of writability device, be it part of the machine or a 64DD style add-on will be a key feature
- It will not be backwards compatible

WIN! Beastie Toys







ARE these monster toys or what? They're just a selection from the mammoth Godzilla range of toys available from those toymasters at Playmates. First up is the Babyzilla at around 10" high this is the baby of the bunch. It's a remote controlled baby Godzilla that features a walking action, and chomping jaws. It's available from Playmates at £14.99.

And if that little monster isn't big enough for ya' wait till you see the Inflatable Godzilla we've bagged for you. It's an absolute monster, and standing at 4ft high you'll need a dinosaur sized set of lungs just to blow the beast up.

They're top toys and we've plucked five of them from the generous paws of Playmates to give to five lucky readers. For details of all these monstrous toys contact Playmates on 0116 282 3500

To win your very own blow up beast, answer this question: If you could have your very own inflatable Playmate (apart from Godzilla obviously) what would it be and why? Answers to Blow up Doll compo at the usual address

Name

Address

Postcode

Age

REVIEWED



32 Ubisoft try and pull the rug out from under Nintendo's own F1WGP with this flash looking Formula One sim! Fast, furious and fantastic fun!

CHEAT ZONE



62 Tip-X breaks into the world's leading software house office and whips their best cheats from under their noses!

82 There can only be a tiny number left, but for anyone who hasn't joined the fabulous Pro Crew yet, turn to page 82!

THE PRO CREW



Turok Arena

They don't call me Scoop for nothing you know! I've just sniffed out Acclaim's plans for the next installment of Turok. We thought for a while that Mr Fireseed had disappeared, but he'll be back this Christmas in an all-new Turok game that isn't Turok 3!

Called Turok: Arena it will be running on the Turok 2 engine. But speculation is rife that Acclaim are trying to make an N64 Turok game that will be like the upcoming PC game Quake 3: Arena (the names are too similar to be a coincidence).

Instead of long one player levels the game is completely based around multi player deathmatches. If you're on your own, you fight against computer controlled characters in a competition. The real excitement is caused by the incredibly realistic artificial intelligence of the computer controlled opponents (who should act just as cleverly or stupidly for that matter as real people). I'll keep digging until I find some more tasty information on this one.

Will you ever survive the wait?





HOT news has just been sniffed out from Capcom. They've finally decided to pull their finger out and get working on an N64 version of the world's favourite zombie slaying blood-fest – Resident Evil 64.

By the end of the year you'll see blood flowing, limbs flying and zombies feasting on the rotting corpses of dead civilians all rendered with the power of the N64. Fun for all the family and a top laugh (unless you're a a bit squeamish, in which case you might not see the funny side).

For those of you who don't know, Resident Evil is a great adventure game which sees you fending off armies of the undead. The graphics are fantastic and the gameplay is can be genuinely scary (unlike most horror films).

You've got a huge supply of weaponry, but rarely enough bullets which keeps you on your toes (often literally – as you flee from the brain-munchers).

The N64 version will be based upon the best selling Resident Evil 2 game originally released on the good ol' fashioned PlayStation.

If you ever played the disc spinnin' version then imagine this: Resident Evil, in all its bloodthirsty glory, minus the annoying loading sign that appeared every time you opened a door. Absolute perfection!

Lodes of platforming fun







WAY back when I just a pup and just knee high to a Labrador, Lode Runner was released on the crusty Commodore 64 (so called because it had a teenie-weenie 64k of memory inside it).

Well, it's back on a new 64bit system (one with a bit more power) and as you expect it's looking a little bit better these days. A hot looking 3D platformer where you run around collecting keys, bashing holes in the floor and making your way to the exit. It promises a huge amount of brain-taxing levels and enough platform action to satisfy even the most hardened gamer.

Keep your eyes open for a full review of Lode Runner next month, where the lads will give this a through going over to see if this eighties' star has stood the test of time or should have been left in an old-games home.

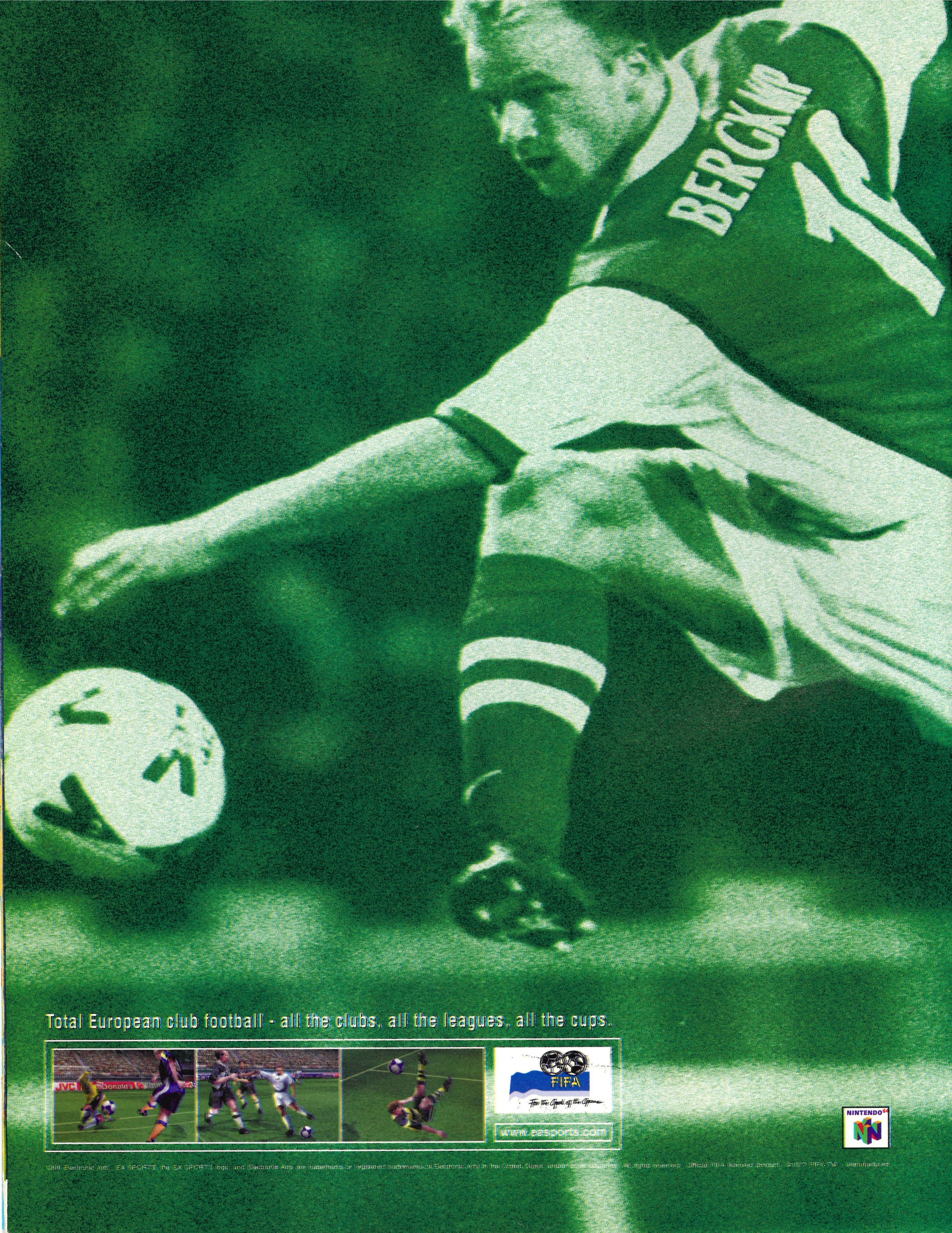
Die foul Orama!

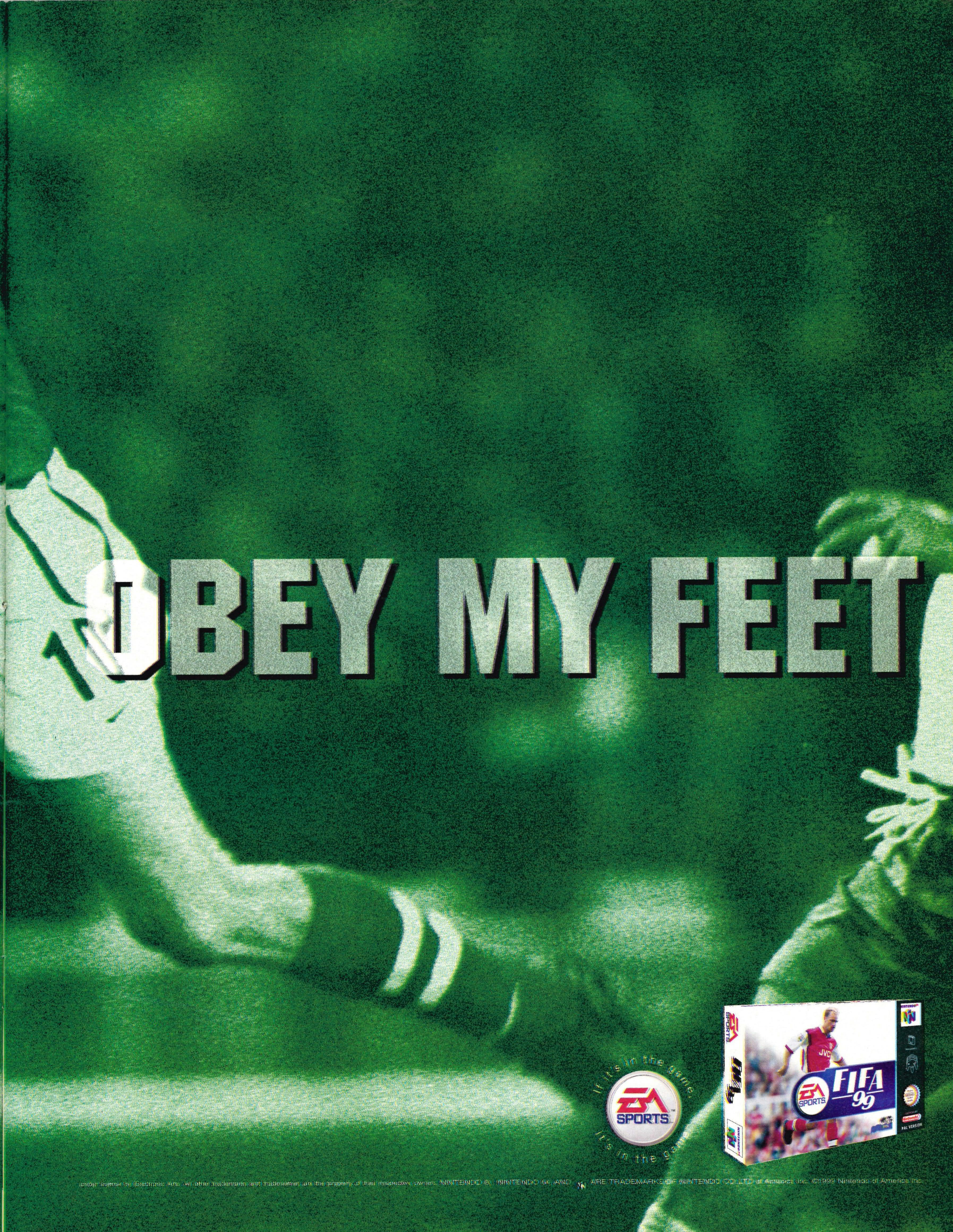
OR summat like that anyway! Cos we've got five ludicrously cool Turok 2 'Dioramas' to give away! If you don't know what one of those is then check the photo and start clearing a place on your best shelf cos you're guaranteed to be desperate for one when you do!

Each one is £14.99 worth of bloodthirsty dinosaur slaying mayhem! All you have to do to win one is come up with the best anagram of 'Cool Turok Diorama' that you can think of, and send it in in to Pointless Question Competition, N64 Pro, Media House, Adlington Park, Macclesfield, SK10 4NP before the end of April! Sorted.

WIN!




BERGKAMP
Total European club football - all the clubs, all the leagues, all the cups.
FIFA
For the Good of the Game
www.easports.com
NINTENDO64
Electronic Arts. EA SPORTS, the EA SPORTS logo, and Electronic Arts are trademarks or registered trademarks of Electronic Arts in the United States and/or other countries. All rights reserved. Official FIFA licensed product. Manufactured


OBEY MY FEET
It's in the game.
EA SPORTS
FIFA 99
PAL VERSION
NINTENDO ®, NINTENDO 64 AND ARE TRADEMARKS OF NINTENDO CO.,LTD. ©1999 Nintendo of America Inc.

N64 PRO

N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff in this issue!

REVIEWED

38 The big hootered winter sport loving nippers are back in Snowboard Kids 2, skidding around on the chilly white stuff like they've never been away!



CRACKED OPEN

Fancy part two of our massive Glover guide? Nip on over to this page and we'll sort you out! No problem! 62



Buggin' out

Flik and pals ant-elope from Disney to infest your N64

YOU humans have a saying that "It's a Dog's Life" (why anyone would knock a life of eating, sleeping, playing N64 games, and occasionally licking my... but enough of this.) Well, if you think us pooches have it tough, spare a thought for those lowly insects.

In "A Bug's Life" your ant colony is under threat from a bunch of antagonistic, anti social grasshoppers. And the only antidote is YOU, an intrepid ant, named Flik.

The game, based on the Disney film of the same name, has already featured on PSX. Expect the N64 version to 'up the ante' somewhat with exclusive new stages that didn't feature on the plankstation.

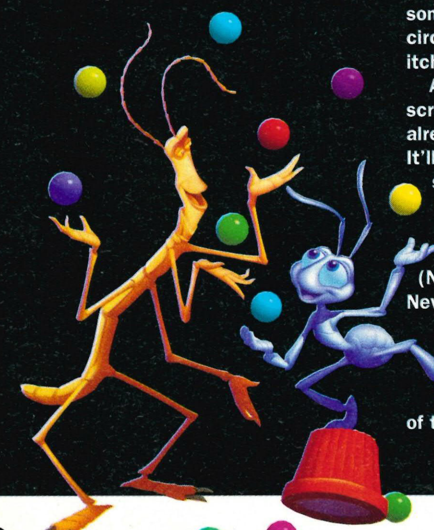
Though billed as a kids' adventure, don't expect this to be a "walk in the park" err... more of a fast paced scurry through a 3D flora and fauna filled funpark, teeming with all manner of insane insects and creepy crawlies.

As Flik you must fight your way through 15 levels of enemies that are despatched by hurling fruit at them, or by stomping them with your over-sized insectoid butt. Later on you must enlist the help of some friendly fleas from the circus. (Scoop – Ooh I'm itching at the thought of it).

As you can see from these screenshots the game is already looking pretty superb. It'll sound cool with voice samples and effects from the film, as well as some rather smart Antmusic, courtesy of Adam And The Ants (No, just kidding). Nevertheless, expect the musical anthems (groan!) to be good enough to keep your feet tapping (all eight of them!).



The next time you step on an innocent ant, or flush a little furry spider down the plughole, just remember that all God's creatures have homes, families and feelings too. (Scoop – Apart from fleas that is. Squish 'em. Squish 'em all!)



SCOOPY SNACK

"Pokemon GB carts sold 1.3 million in US (over Xmas period alone)

Huge Trouser Snake



AN AIR stewardess slapped me last week. I was on a flight to Montreal and asked her if she'd like to see my Pocket Monster, when Slap! I even offered to let her play with it, but that only made things worse.

Admittedly I was pleased to see her, but if only she hadn't stormed off in a huff, muttering about what a dirty dog I was she'd have realised that I was talking about Pocket Monsters on my Gameboy.



Well she'd better get used to it because the Pokemon craze is sweeping the globe and people are going literally potty about all things Pokemon. Right now, anything and everything to do with those 'monstrous trouser dwellers' is selling faster than a greyhound with its goolies on fire.

If US Pocketmaniacs are anything to go by, expect to see some bulges in 'many a pocket' over this side of the Atlantic too.

With the TV series a runaway smash, and Pokemon comics now in their second and third print runs, US kids are pocketing anything even remotely related. Pokemon Pens, Trading Cards, Pokemon Fine China sets, and even Pokemon toilet paper are currently monstrous.

KFC have a special Pokemon promotion running in stores, to get beanbags, stickers, hats and God knows what. And if you've loads of cash, how about buying a 1999 Ford Explorer, Pokemon edition. And craziest of all, Nippon Airways has announced a Pokemon Jet. The 747-400 aircraft will feature flight attendants wearing Pokemon aprons, and sell Pokemon merchandise in-flight. (If you ask me, you humans are barking mad, the lot of you! – Scoop)



Look, if I'd wanted a monster in my pocket I'd have fashioned myself a miniature Noely wouldn't I?



READER'S REVIEWS

The scariest thing about this reader reviewer is that he's not actually wearing any make-up! Back, back I say! Vile beast!

82

Thorpe Park

WIN! A crazy day at Thorpe Park

Enter another dimension!

You're going to have to FEEL this prize to beleive it. `we're offering you the chance to check out the UK's first 4-D experience – Pirates 4-D at Thorpe Park. 4-D is an experience so new, so intense, you'll never trust your senses again. Feel your adrenalin pumping as the special effects take you into the 4th dimension. And then enjoy the rest of the day getting wet, wet, wet on all the excitement soaked rides at the Park. And because we're a fountain of generosity on this mag we're giving 10 lucky readers the chance to go for FREE (Hurrah!) and because they're family tickets you can take your mum, dad and brother/sister with you (Boo!).

●To be in with a chance of winning simply complete this watery Word Search and fling it to us at the address opposite.

Visitor info. line 01932 562633

N64A

Word Search...

...go dizzy finding your Pro and Thorpe Park favourites!

Find the Following:

PIRATES
DEPTHCHARGE
THUNDERRIVER
WETWETWET
NOWAYOUT
OCTOPUS
SLIDES
FIREWORK
FUNANZA
MRMONKEY
BANANARIDE

E	G	R	A	H	C	H	T	P	E	D	T
S	T	U	O	Y	A	W	O	N	L	D	H
T	C	E	V	A	Z	N	A	N	U	F	U
Z	F	M	W	C	E	J	L	M	H	B	N
P	I	R	A	T	E	S	L	S	K	F	D
S	R	M	J	D	E	L	K	D	I	F	E
L	E	O	M	F	J	W	E	U	Z	A	R
I	W	N	S	U	P	O	T	C	O	C	R
D	O	K	X	F	E	S	Z	E	L	I	I
E	R	E	N	D	O	L	N	D	W	I	V
S	K	Y	D	C	A	S	T	S	U	X	E
B	E	D	I	R	A	N	A	N	A	B	R

Name

Address

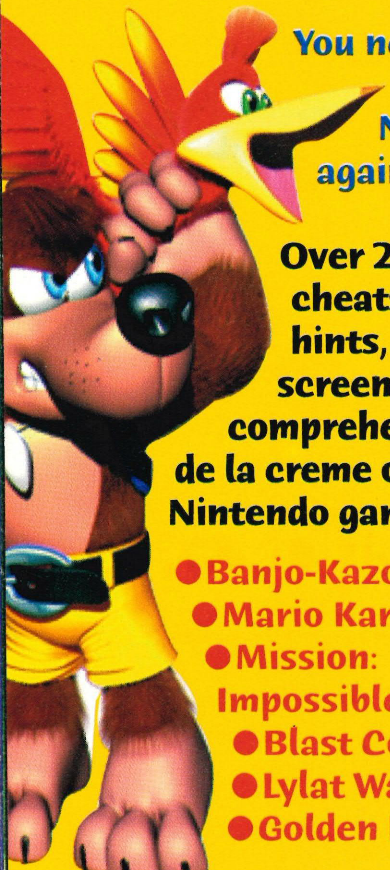
Postcode

Age

Send completed entries (before May 30th) to Thorpe Park Word Search, N64 Pro, FREEPOST, 3038, Macclesfield SK10 4YE

10 family tickets are worth £59 each are up for grabs (that's £590 worth if your maths is really bad). Each ticket will admit two adults and two children (4-13 years old), or one adult and three children. Season starts 24th March.

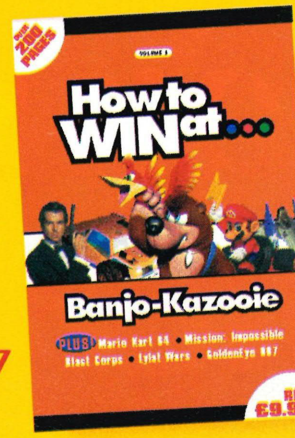
Sort out all your gaming problems for only a fiver!



You need never be stuck on your favourite Nintendo game ever again!

Over 200 pages of red hot cheats and indispensable hints, plus hundreds of screenshots making it the most comprehensive guide to the creme de la creme of Nintendo games.

- Banjo-Kazooie
- Mario Kart 64
- Mission: Impossible
- Blast Corps
- Lylat Wars
- Golden Eye 007



All for only £5

Please send me your fantastic "How to Win at..." Tips Book for only £5

Send in this form (or a photocopy of it if you don't want to tear your mag) and dosh today and you could be free from your headaches by the weekend! **Cheats Book Offer, IDG Media, Media House, Adlington Park, Macclesfield, SK10 4NP** or call: **01625 878888**

Name

Address

Post Code Tel No

Signature

I wish to pay by ■ Cash/Postal order ■ Cheque (payable to IDG Media)
■ Credit card (VISA/Mastercard/Barclay card/Connect)
Card number ■■■■ ■■■■ ■■■■ ■■■■ Expiry date ■■■■

■ Please tick here if you do not wish to receive promotional information from other companies
■ Please tick here if you do not wish to receive promotional information from IDG Media

WIN! Find Scoop and win two Nintendo carts!



Can you find Scoop? If you can then we'll give you two brand spanking new games of your choice!

Scoop's Lost in Space

OH NO! We sent Scoop out of the Pro Enterprise to do some vital repairs, and the calamitous canine's only gone and floated off into deep space hasn't he! Quick! Help us find him before he runs out of oxygen (and he's down to his last tin of Winalot!). Last we'd heard he'd drifted into sector 8E (that's the reviews section) and he's currently stranded in the middle of one of those pages! (we know he's **not** in the posters!) **I've Found Scoop in Space, N64 Pro Moonbase, Freepost, 3038, Macclesfield, SK10 4YE.**

Moonwalk on over to page...

and you'll find him floating around in

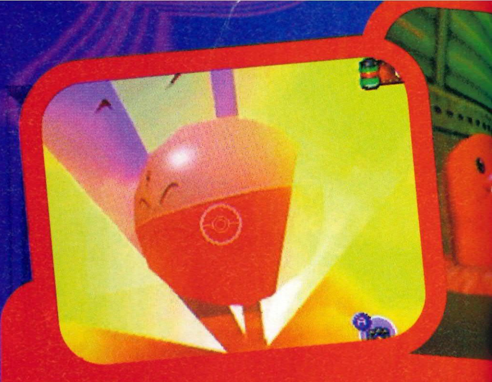
Name

Address

Post Code **Tel No**



Leave, Lowry. Clear off Constable and push off Picasso. This is a Games Gallery for Games Pictures. We only exhibit the snazziest screenshots, and your wishy washy watercolours and oh so fancy oil paintings just won't do. Go on get lost, we'll have no trouble here



Pokemon Snap

THE camera never lies and nor do we. So believe us when we tell you that this funky photo farce is fantastic fun. Ok, Pikachu, say cheese. (Click!)

●OUT TBA



SCOOP'S GALL

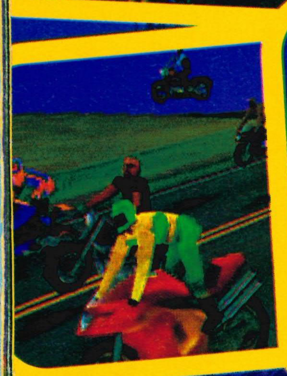
A priceless collection of paw prints!



Road Rash

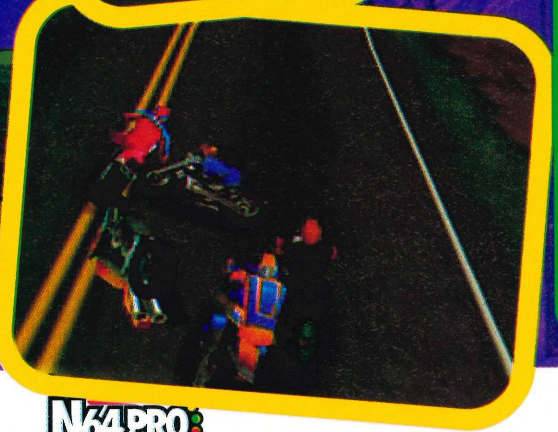
IT wouldn't be rash of us to say that this looks like it could well be the best Road Rash yet. What do you mean they're not as good as Playstation graphics? On yer bike mate.

●OUT SEPTEMBER







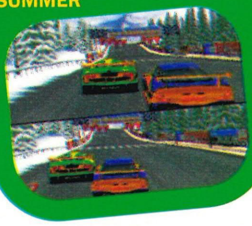




World Driver Championship

WE'VE given these screenshots a special wipe clean coating, so that you can wipe the sticky mess off them afterwards. What? Oh, err...because they look so good you'll be drooling over them that's why.

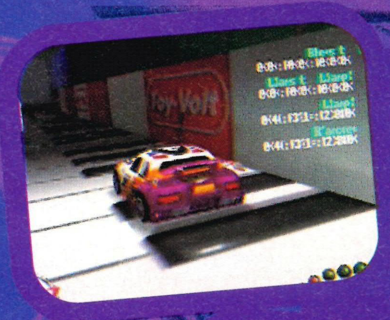
●OUT SUMMER











Re-Volt

NOELY saw this Toy Car racer at ECTS and hasn't stopped jabbering about it since. It may be Re-Volt by name but these graphics look anything but revolting by nature. We can't wait for this one.

●OUT AUGUST



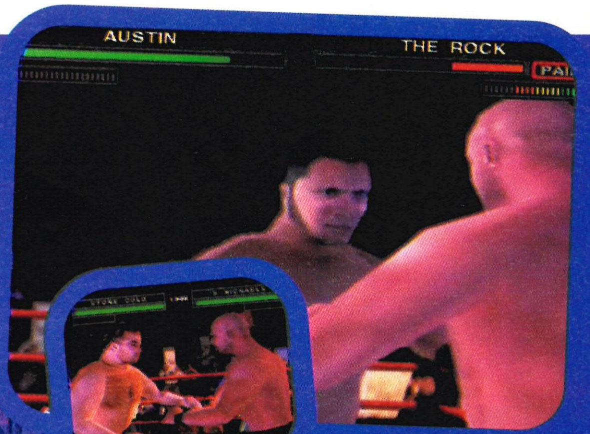






ERY OF GAMES!







WWF Attitude

NO these aren't real photographs. They're actual in-game shots of what's shaping up to be a truly knockout grapple game. Pretenders better get rrready to crrrumble.

●OUT AUGUST





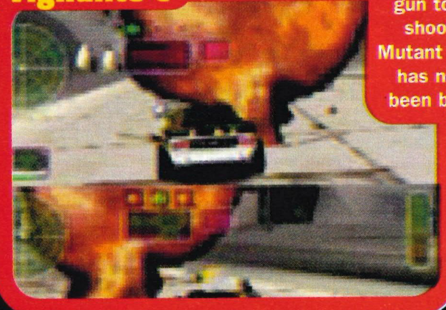
Release Sch

There's been a lot of shuffling about lately with so many good games fighting over 1999! You're going to face some tough choices this year
- Mark

Must Buys

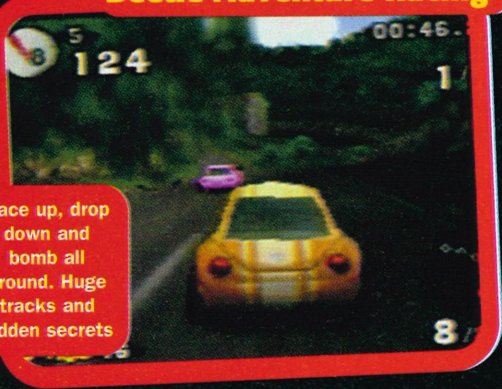
Go to the shops right now and grab...

Vigilante 8



1999's first gun toting shooter. Mutant killing has never been better

Beetle Adventure Racing



Race up, drop down and bomb all around. Huge tracks and hidden secrets

Game Title	Makers	Date	Country
March 1999			
Fighting Force 64	Eidos	March 02	US
California Speed	Midway	March 09	US
★ FIFA '99	EA	March 12	UK
Vigilante 8	Activision	March 17	US
Rampage Universal Tour	Midway	March 23	US
Bottom of the 9th	Konami	March 23	US
★ MICRO MACHINES 64	Codemasters	March 26	UK
Quake 2	Midway	March 31	US
★ RAYMAN 2: THE GREAT ESCAPE	Ubi Soft	Early March	UK
Legend of the River King	Natsume	Mid March	US
NHL Hockey '99	Midway	Mid March	US
★ ALL STAR TENNIS	Ubisoft	Late March	UK
★ DUKE NUKEM: ZERO HOUR	GT Interactive	Late March	UK
★ CASTLEVANIA 64	Konami	Late March	UK
★ 4X4 MUD MONSTERS	Take 2/GOD	TBA March	UK
Hybrid Heaven	Konami	TBA March	US
April 1999			
All-Star Baseball 2000	Acclaim Sports	April 01	US
★ BEETLE ADVENTURE RACING	Electronic Arts	April 02	UK
Shadowgate: Trials of the Four Towers	Kemco	April 02	US
Tetris 64	Nintendo	April 02	US
Super Smash Bros	Nintendo	April 26	US
Tetris 64	Nintendo	April 26	US
★ Quake 2	Activision	Early April	UK
★ SHADOWMAN	Konami	Mid April	UK
★ MONACO GRAND PRIX	Ubi Soft	Late April	UK
★ SNOWBOARD KIDS 2	Atlus Software Racing	TBA April	UK
★ MICHAEL OWEN'S WORLD LEAGUE SOCCER '99	Eidos Sports	TBA April	UK
May 1999			
Ken Griffey Junior Baseball 2	Nintendo	May 10	US
Star Wars: Episode One	LucasArts	May 24th	US
Superman	Titus	May 25	US
★ CARMAGGEDDON	Interplay	Early May	UK
★ RAT ATTACK	Mindscape	Early May	UK
Gauntlet Legends	Midway	May 25	US
Lego Racers	Lego Media	Mid May	US
Shadow Man	Acclaim	Mid May	US
★ GOEMAN'S GREAT ADVENTURE	Konami	TBA May	UK
★ RAYMAN	Ubisoft	TBA May	UK
WWF Attitude	Acclaim	TBA May	US
June 1999			
Jet Force Gemini	Rare	June 14	US
World Driver Championship	Midway	June 16	US
Command & Conquer	Nintendo	June 28	US
Pokemon Snap	Nintendo	June 28	US
★ JET FORCE GEMINI	Rare	June 28	UK
★ LOONEY TUNES: SPACE RACE	Infogrames	TBA June	UK
★ ASSAULT	Telstar	TBA June	UK
1999 - To Be Announced			
★ CALIFORNIA SPEED	Midway	Spring '99	UK
★ CHAMELEON TWIST 2	Sunsoft	Spring '99	UK
★ CHARLIE BLAST'S TERRITORY	Kemco	Spring '99	UK
★ FIFA '99	EA	Spring '99	UK
★ HARRIER 2001	Video System USA	Spring '99	UK
★ LODE RUNNER 3D	Bandai	Spring '99	UK
★ ROADSTERS '99	Titus	Spring '99	UK
★ RUSH 2: EXTREME RACING	GT Interactive	Spring '99	UK
Rugrats Board Game	THQ	Spring '99	US
★ SHADOWGATE 64: TRIALS OF THE FOUR TOWERS	Kemco	Spring '99	UK
★ TWELVE TALES: CONKER 64	Rare	Spring '99	UK

edule

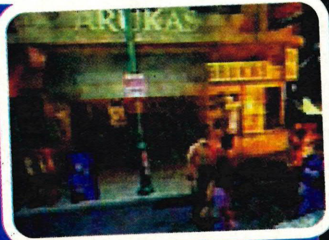
Game Title	Makers	Date	Country
★ TWISTED EDGE SNOWBOARDING	Kemco	Spring '99	UK
★ WIN BACK	Koei	Spring '99	UK
★ WILD METAL COUNTRY	Gremlin	Spring '99	UK
★ ANIMANIACS: TEN PIN ALLEY	Asc Games	Summer '99	UK
★ ACCLAIM SPORTS SOCCER	Accliam	Summer '99	UK
★ EARTHWORM JIM 3D	Interplay	Summer '99	UK
F1 World Grand Prix 2	Video System	Summer '99	US
★ HYPE: A TIME QUEST	Ubi Soft	Summer '99	UK
★ JEST	Infogrames	Summer '99	UK
★ MILO'S ASTRO LANES	Crave Entertainment	Summer '99	UK
★ RONALDO SOCCER	Infogrames	Summer '99	UK
★ RUGRATS	THQ	Summer '99	UK
★ SMASH BROTHERS	Nintendo	Summer '99	UK
★ STAR WARS: EPISODE ONE RACER	LucasArts	Mid '99	UK
★ TASMANIAN EXPRESS	Infogrames	Summer '99	UK
★ WORLD DRIVER CHAMPIONSHIP	Boss Games	Summer '99	UK
B.A.S.S Fishing	Take 2	Autumn '99	US
★ DUCK DODGERS	Infogrames	Autumn '99	UK
Harvest Moon 64	Natsume	Autumn '99	US
★ HERCULES: THE LEGENDARY JOURNEYS	Titus	Autumn '99	UK
Mario Golf	Nintendo	Autumn '99	US
Nuclear Strike	THQ	Autumn '99	US
Nomenquest	THQ	Autumn '99	US
Road Rash 64	THQ	Autumn '99	US
★ QUEST FOR CAMELOT	Titus	Autumn '99	UK
X-Men 3D	Activision	Autumn '99	US
★ WWF ATTITUDE	Acclaim	August '99	UK
★ BANJO-TOOIE	Rare	Autumn/ Winter'99	UK
Army Men	3DO	November '99	US
★ SUPERMAN	Titus Action	November '99	UK
★ PERFECT DARK	Rare	November '99	UK
★ RAINBOW SIX	Nintendo/ Red Storm	November '99	UK
Turok 2 Arena	Acclaim	December 10	US
★ DONKEY KONG COUNTRY 64	Rare	December '99	UK
★ TUROK 3	Acclaim	December '99	UK
★ 1080 SNOWBOARDING 2	Nintendo	Winter '99	UK
★ F-18 SUPER HORNET	Titus	Winter '99	UK
★ MICKEY MOUSE: TETRIS CHALLENGE	Capcom	Early '99	UK
★ TAZMANIAN EXPRESS	Infogrames	Early '99	UK
★ BLUES BROTHERS 2000	Titus	Mid '99	UK
★ GAUNTLET LEGENDS	Telstar	Mid '99	UK
★ MYSTICAL NINJA: GOEMAN 2	Konami	Mid '99	UK
★ RE-VOLT	Acclaim	Mid '99	UK
★ WORMS ARMAGEDDON	Core	Mid '99	UK
★ TOCA: TOURING CAR	Codemasters	Mid '99	UK
★ EARTHBOUND 64 (MOTHER 3)	Nintendo	Late '99	UK
DeathKarz	GT Interactive	Late '99	US
Jungle Bots	Titus	TBA	US
★ LAST LEGION UX	Hudson Soft	TBA	UK
Need for Speed 64	Electronic Arts	TBA	US
Paperboy 64	Midway	TBA	US
★ PUMA STREET SOCCER	Sunsoft	TBA	UK
Resident Evil 64	Capcom	TBA	US
Super Mario RPG 2	Nintendo	TBA	JAP
WCW Nitro 64	THQ	TBA	US
Xena: Warrior Princess	Titus	TBA	US

Bubbling Under

Resident Evil 64



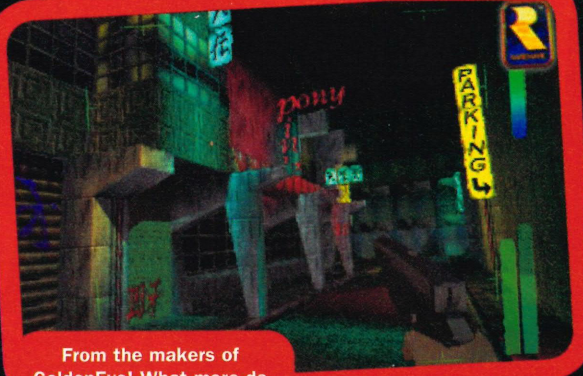
Capcom are playing their cards close to their chest, but they're definitely working on an N64 version of Resident Evil 2. Plenty of zombie killin' with glorious graphics and no loading times whatsoever. Eat your heart out... before a zombie eats it for you.



Forthcoming Attractions

Lock 'n' load...

Perfect Dark



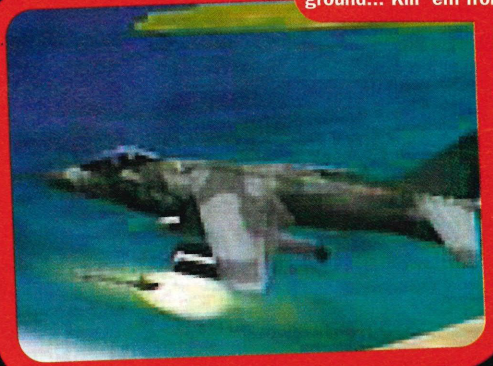
From the makers of GoldenEye! What more do you need to know....

Rainbow 6



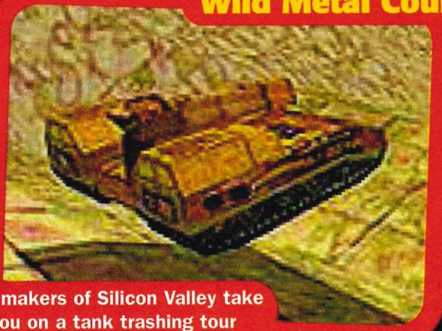
Amazing SAS-style action with a big co-operative mode

If you can't get 'em on the ground... Kill 'em from above



Harrier 2001

Wild Metal Country



The makers of Silicon Valley take you on a tank trashing tour

SOFTWARE HOUSE LEAGUES

Welcome back to your at a glance form guide to the champs and chumps on the N64 playing field. Find out who is letting the side down and who is running away with the title

What's it all about?

CAN'T figure it out? It's dead easy, and it works like this. Every game we review is looked at by every member of the N64 Pro panel of experts and is awarded points on a scale ranging from 3 points for a top notch effort, right down to -2 points for an enormous steaming turd of a game. These points are then totalled up for each publisher and the League Tables are born. Just like the football leagues work really, but with games instead of teams...

Last Month's Results

Mario Party – Nintendo: 3pts
Castlevania – Konami: 1pt
Smash Brothers – Nintendo: 3 pts
All Star Tennis '99 – Ubisoft: 1pt
Virtual Pool 64 – Interplay: 1pt

N64 PRO READER DREAM TEAM

by Oliver Young

Applications to manage the N64 Pro Dream Team are flooding in. We even had a call from Kevin Keegan recently who suggested he would be able to squeeze us in during his lunch break. As we explained to 'Canny Kev' though, we needed someone who was fully committed to the cause and so handed the overcoat and cigar to Ollie Young. Such are his management skills that he's even managed to find a use for the 64DD. Think your team would play Ollie's off the park? Send it to us along with a recent photo of yourself and next month you could win the coveted Manager of the month award, not to mention a FREE Pro Crew Membership.



1 64DD
With this, no console could get past the N64 (not that they can already).

2 GoldenEye
Come too close and you'll be dancing.

3 Banjo Kazooie
You'll not get past him without being pecked, or else gripped in an inescapable bear hug.

4 Duke Nukem
Any attempts to get past this guy usually end in loss of blood.

5 South Park 64
This dirty player will 'kick your ass' right out of the stadium. Sweet!

6 Body Harvest
Squishes defenders like bugs. More intelligent player than it looks.

7 Legend of Zelda
You guys predicted it would be a player to watch and it's turned out to be the best ever.

8 1080° Snowboarding
Cool as ice midfielder. Pacey and stylish.

9 F-Zero X
Faster than Overmars, Giggs and Owen put together. Eat dust PlayStation.

10 Turok 2
No longer the star player since the arrival of Zelda, but still puts the fear of God into defenders.

11 ISS '98
Beware all goalkeepers. You are advised to step aside when this guy shoots.

Substitutes

12 Perfect Dark
Pushing for a starting place in the team. A vital substitute who can replace GoldenEye or Duke Nukem.

13 ISS 64
If the main striker should go down, (which is unlikely) then he's the next best thing.

14 Castlevania 64
A promising young star. Literally kills anything in the way. Droolworthy looks to terrify PlayStation owners.

15 Silicon Valley
A strange player, without the silky skills of other players, but clever enough to drive opponents MAAAD!!!

16 Mario 64
May not be as new or exciting as the likes of Zelda, but no team would be complete without this likeable veteran (Aahh!).



Key: R = Games Released E = Number of games rated excellent (3 points) G = Number of games rated good (1 point) A = Number of average games (0 points) S = Number of games rated shite (-2 points) Pts = Total number of points scored

N64 PRO PREMIER LEAGUE

	Publisher	R	E	G	A	S	Pts
1	▶ **NINTENDO**	27	14	9	1	3	45
2	▶ **Acclaim**	14	5	8	1	0	23
3	▶ **Infogrames**	8	2	6	0	0	12
4	▶ **Electronic Arts**	8	4	1	2	1	11
5	▶ **Konami**	11	3	3	4	1	10
6	▶ **Rare**	5	3	1	0	1	8
7	▶ **Gremlin**	1	1	0	0	0	3
8	▶ **Codemasters**	1	1	0	0	0	3
9	▶ **Hasbro**	1	1	0	0	0	3
10	▶ **Namco**	1	1	0	0	0	3
11	▶ **THQ**	4	0	2	2	0	2
12	▲ **Ubi Soft**	3	0	2	1	0	2
13	▼ **Take 2**	3	1	0	2	1	1



Smash Brothers – Nintendo



Castlevania – Konami



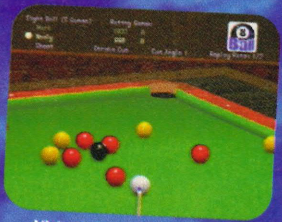
Mario Party – Nintendo

N64 PRO LEAGUE DIVISION 1

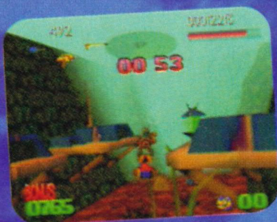
	Publisher	R	E	G	A	S	Pts
1	▼ **HUMAN**	2	0	1	1	0	1
2	▶ **Titus**	2	0	1	1	0	1
3	▶ **Midway**	1	0	1	0	0	1
4	▶ **T&E Soft**	1	0	1	0	0	1
5	▶ **Crave**	1	0	1	0	0	1
6	▶ **Culture Brain**	1	0	1	0	0	1
7	▶ **Hudson**	7	1	1	3	2	0
9	▶ **Activision**	1	0	0	1	0	0
10	▶ **Seta**	1	0	0	1	0	0
11	▶ **Bottom Up**	2	0	1	0	1	-1
12	▶ **GT Interactive**	20	1	7	6	6	-2
13	▶ **Ascii**	1	0	0	0	1	-2
14	▶ **Video System**	1	0	0	0	1	-2
15	▶ **Athena**	1	0	0	0	1	-2
16	▶ **Banpresto**	1	0	0	0	1	-2
17	▶ **Interplay**	3	0	1	0	2	-3



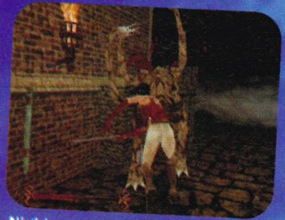
All Star Tennis – Ubi Soft



Virtual Pool 64 – Interplay



Buck Bumble – Ubi Soft



Nightmare Creatures – Activision

Note: Where two or more publishers' points totals are the same, the number of games released is used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.

Overall Picture

Our resident Ainsley Harriot (aka Noely) takes every game we've ever reviewed, lumps them all together in a big pot, spices them up with a sprinkle of culinary criticism, sticks it in the oven (gas mark 5) for several hours and emerges with a great big pan of N64 broth. He then promptly serves up 133 Bowls of steaming Game Soup.

A taste test reveals:

38 Heavenly casseroles (*29% Excellent games*)

47 Good hearty broths (*35%*)

26 Mediocre tasting stews (*20%*)

22 Bowls of Slop (*16%*)

64% Above Average 36% Below Average

Hall of Fame

No surprise to see Nintendo reaffirming the fact that no-one beats them at their own game. No sooner did the Mario Party bash get under way, than the bashing became quite literal in a boozy ruckus courtesy of Smash Bros. The Nintendo party is still in full swing and barring complaints from neighbours and the inevitable appearance of the police (particularly given some of the unsavoury acts recorded in Steve's review – see Issue 19, p.24) expect it to continue well into the year.



Mario Party – Nintendo



Smash Brothers – Nintendo

Legend Of Zelda: Ocarina Of Time

STAR PLAYER

Nintendo

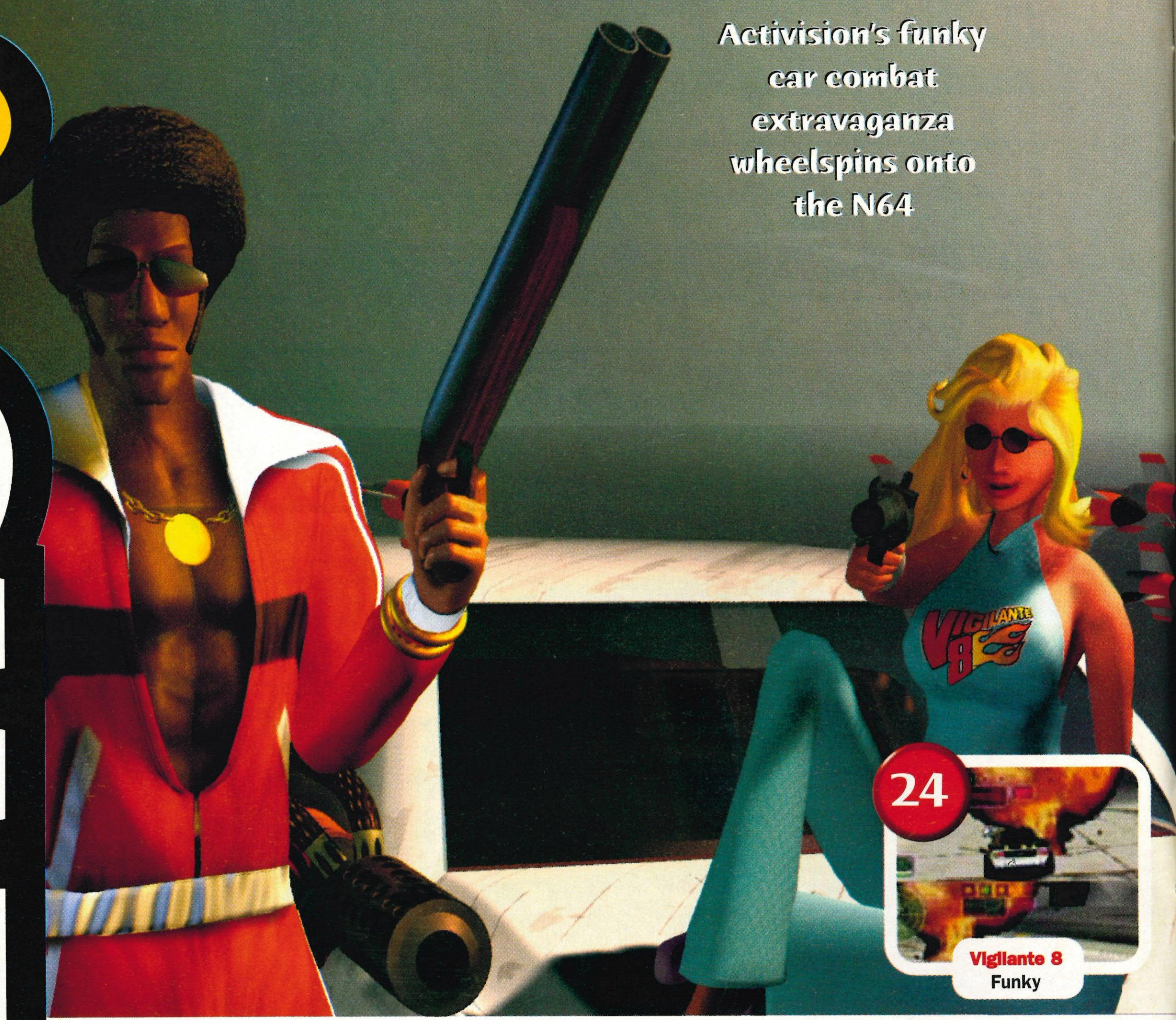
Yet again the phenomenally playable Legend Of Zelda: Ocarina Of Time puts in another match-winning performance for Nintendo. With man of the match performances like this, a call up to the national team can't be very far off. And if there's anyone out there who hasn't played Link's latest adventures in the wonderful world of Hyrule, what on earth are you playing at? Are you mad?



The only game to beat ISS '98

REVIEWS

P24 Vigilante 8



Activision's funky car combat extravaganza wheelspins onto the N64

24

Vigilante 8
Funky

The Reviewers...



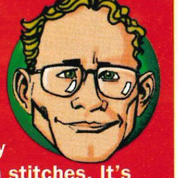
Steve Vigilante 8's my top pick this month. Reminds me of the happy days of my childhood! Stiff competition though. Monaco rules, those pesky snowboarding kids are just as good as a laugh as they ever were. And I've not even mentioned Beetle AR yet!



Noely A game about funky flyguys, with big attitudes and even bigger hairdo's with a tendency towards violence and trashing their cars. Can't imagine why I was chosen to review this super cool smash 'em-up, but I'm glad I was. Groovy!



Mark Bug racing was definitely top of my list this month with nothing beating Beetle AR! Next in line was the four-player smash 'n' trash treat – Vigilante 8. WCW Nitro tried to wipe the smile off my face, but Monaco GP put it straight back on again. Top stuff!



Lewis Sticking a rocket up Noely's arse in Vigilante 8 sure beats toying with his spandexed bottom in WCW Nitro. While punting Mark into the jaws of the T-Rex in my bugged-out Beetle had me and him in stitches. It's my fave game this month and a definite recommend



Paul Beetle Adventure Racing got me going this month. Not only is it a top game, but it takes me back those innocent days spent capturing insects and pitting them against each other after shaking them half to death in a coffee jar. Beetles always came a poor second to the wasps...



James A top collection of software awaits you inside. Vigilante 8 is a fine firepower option to get your juices flowing, while Monaco GP and Beetle Adventure Racing increase the quality racing coming your way. Just my luck to get the pants wrestling game to review then eh?



P32 Monaco Grand Prix

Roar around city streets like a lunatic. And no, it's not a typical Saturday night in Salford...

P38 Snowboard Kids 2

Take to the slopes again with the kids with the big conks! A worthy sequel or needless rehash? Ask Noely, he knows you know!

The Scores...

THE Sore Thumb Award is given only to games that you'd happily kill your granny for. GoldenEye 007, Mario 64, 1080 Snowboarding and of course Zelda are all 'Sore Thumbers'

Score	
100 -90	ANY game scoring 90 or over is a must buy – a worthy addition to your N64 collection regardless of what type of games you like. Get one o' these and you'll be buzzin' for months!
89 -80	GAMES getting an 80+ score are well worth considering, but aren't the leaders of the pack. FIFA 98 is a good example of this – a good footballer in its own right, but not world class
79 -50	THE idea's there, but it just hasn't come across when the game's got into its box and onto the shelf, which is basically where it should be left. Only worth a look if it's been reduced in price!
49 -0	WHERE the scabby dogs live. Go near a game scoring under 50 and you're most likely gonna end up with some 'orrible fungal disease spreading all over your body. Like the lurgy

The Low Down...

Why...

Tells you exactly what we think of each game

Breakdown

Graphics How it looks and have the awesome capabilities have been pushed to the max?

Sound Can you stand to listen to it for more than five minutes or is it something your Grandad would tap his arthritic toes to?

Gameplay Is it good fun or what? Will you be playing it when you should be at school or tossing it aside like a pair of Tesco trainers?

Lastability How long will it last? Will it be a GoldenEye, or a Clayfighter where you'll finish it in five minutes?

Why not try?

Is there anything like it? If so, what is it?

Other views

Where the rest of the N64 Pros stick their oars in and one of you readers gets a go at reviewing a game



League Points

Check page 20 to see how your favourite software house is doing in our highly acclaimed League Table of N64 publishers!

Turn the page NOW for this month's reviews

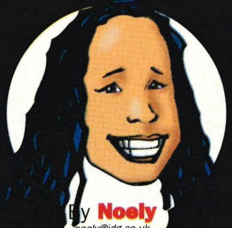
British Release

Mad Max meets Carwash. "Hey, get your car trashed today!"

Vigila



nte 8

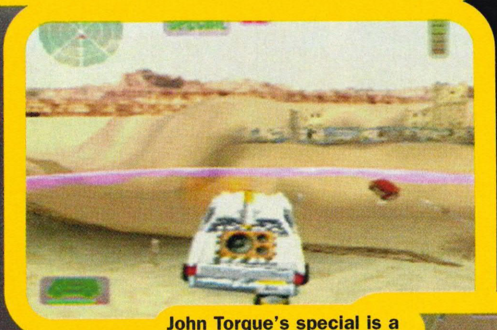

By **Noely**
noely@idg.co.uk

Badder than Jackie Brown, racier than Pulp Fiction, more violent than True Romance, and with more guns than Reservoir Dogs. And these are the good guys? Welcome to the wonderful world of Vigilante 8





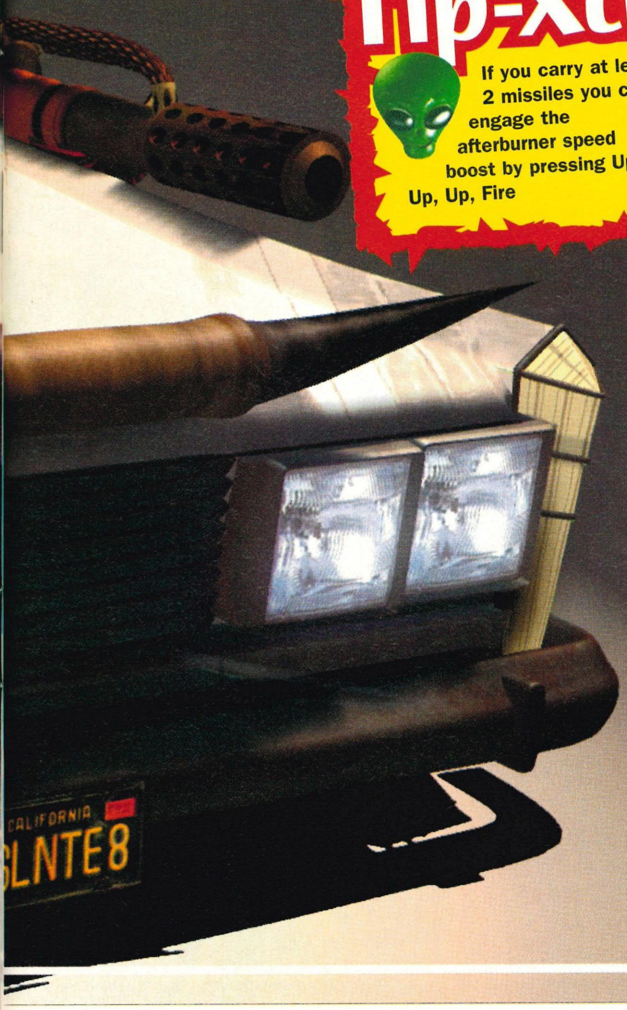
Slick's special is a rather deadly lightning attack that stalls your engine


John Torque's special is a groovy beat box that sends out shockwaves


Beezwax's special is a deadly bee swarm of killer mutant bees

Tip-Xtra

If you carry at least 2 missiles you can engage the afterburner speed boost by pressing Up, Up, Up, Fire



> “...a mans success with the ladies was equivalent to the width of his flares...and the size of his hot rod”

We all know that size is important, and never was this maxim more true than in the seventies, when a man's success with the ladies was equivalent to the bushiness of his afro, the width of his flares, the height of his platforms and above all, the size of his hot rod.

Well if big is truly beautiful then Vigilante 8 is positively gorgeous since it has some of the biggest hairdos (pot calling the kettle – Lewis), the widest flares and the greatest collection of larger than life characters you're ever likely to see in a video game.

If Quentin Tarantino was to remake

Vigilante 8

Guys 'n' Dolls



HOUSTON 3
She's half human, half machine but all woman

BEEZWAX
This country hick has a deadly killer bee attack

BOOGIE
This die dancer'll rock your world with his Disco Inferno attack

CHASSEY BLUE
Beauty queen turned agent and a big girl in every respect

CONVOY
Village People lookalike and leader of the Vigilantes





Vigilante 8 has superb explosions going on left, right and centre





"Driveby shootings are commonplace and even the milk floats have gun turrets"

the film Mad Max, chances are the results would be something like Vigilante 8.

Think Mad Max with afros and Samuel L Jackson in place of Mel Gibson and you'll be nearly there. A game of car related carnage, Vigilante 8 is a spin off from the smash hit PC game Interstate 76. Set in the same lawless, barren setting, with yesterday's (70's) fashions and today's weapons.

It's the kind of place where badass brothers, with bad hairdo's and even badder attitudes, tear around the neighbourhood firing guns and wrecking cars. Where driveby shootings and roadkill murders are so commonplace that even the milk floats have gun turrets. Think Salford, only worse. One of the coolest things about Interstate 76 was its super smooth storyline and ever so fly FMV cut scenes, so it was a surprise, and initially at least, a disappointment to hear that this wouldn't be a straight conversion, and worse still the ace storyline had been wrenched out with all the subtlety of a Salford scally nicking a car stereo.

Don't sweat though Bro. It may be small on plot, but just about everything else about Vigilante 8 is big and brash. In fact, all credit to Activision that they've had the car back into the garage and given it a total overhaul for the console market.

The fact that Vigilante 8 stands on it's own two feet with a plot line so flimsy that you could fart and blow it over is testament to what a fine engine the game has throbbing beneath the bonnet. Loads of arcadey action arenas and more manic multi player levels have been added to create more of a sequel of sorts. A funky remix albeit in the same groove as it's super-fly PC father.

Right about now!

The game lets you groove with the good guys as one of four 'Vigilantes' or else you can opt to dance on the dark side as one of the 'Coyote' terrorists. Each driver has their own vehicle with its own unique handling, speed, armour level, tracking avoidance and special weapons.

Chassey's roadster is lightning



DAVE
Alien chasing weirdo. Believes that aliens are his best friends

LOKI
Mentally unstable this guy fires off rockets for fun

SLICK CLYDE
Texas playboy. Watch out for his deadly Lighting attack

JOHN TORQUE
One time vegas hustler, now Convoy's right hand man





Our very own Mark Hattersley makes an appearance in the game 'the spanner'

Tip-Xtra

If you are driving a small car, make sure to keep on moving. Also, don't try to ram vehicles larger than yours



Planes, Trains and Automobiles all feature large as life in Vigilante 8

quick if a little fragile and prone to flip onto its roof. Beezwax's Stag pick-up is armoured like a tank and turns like one, while John Torque's Jefferson strikes a happy medium.

Once you've made your choice it's time to jump aboard your roadster, slam on some seriously funky tunes and strut your funky stuff in one of the eight courses (or arenas).

These 3D arenas are huge and set in such barren wastelands as Arizona and Utah, as well as a Las Vegas inspired Casino City. And they're all brilliantly designed with lots of undulating terrain and scenery such as buildings and the like to hide behind, or initially at least to crash into. To begin with, all attempts to control your car prove as embarrasing as your dad at a disco.

The car physics are realistic (ish) and bounce around all over the place as you'd expect them to when driven at high speed on such terrain. Okay, I'm not talking true driving sim realism here. I mean pseudo realistic and yet totally over the top Dukes of Hazard, A Team, Smokey and the Bandit type physics. Cars wheel spin, hurtle off ramps, sail over jumps, flip over onto their roofs and crumple as they sustain damage and even stall their engines at times.

Funk-soul brother

Most of the scenery is interactive. So as you're tear-arsing around after, or away from, your opponents, colliding with other cars, walls, and lamp posts, popping off rockets and homing missiles, and spraying machine gun fire left right and centre

Vigilante 8





Player 2 decides to stop a bus - by ramming it then peppering it with rockets

the surrounding scenery literally crashes to the floor around you. Buildings burn, bridges buckle, lampposts bend and then topple.

Each of the levels has a mission objective of sorts, which usually requires you to protect a vital building or installation. But very often the missions are simply a case of shooting all the enemies as quickly as possible. And when it comes to firepower Vigilante 8 packs more punch than a Jackie Chan film with twice as many dynamic explosions. Each car not only has its own, front mounted, fixed machine gun, but in addition up to three different types of armoury can be attached to each car.

Weapons include missiles, rockets, cannons, mines and more and these can be found littered throughout the level. Each car also has its own special attack, from John Torque's Bass Quake (a huge sound system that literally rocks the ground from beneath enemies), to Beezwax's Gamma Swarm that unleashes a swarm of mutant killer bees.

Check it out now!

Faced with so many weapons, power-ups and different vehicles, your first forays into the arena prove somewhat 'Gung Ho' as you blunder around like a bull in china shop with your enemies circling and peppering you with firepower.

As you get to grips with it though the game comes into its own. You'll learn which weapons are the best and which power-ups to grab first. It's then that you realise just what a funky game you've found yourself wrapped up in.

I've already mentioned the funky tunes, but throughout the proceedings your ears are bombarded by the whistling of mortars, the fizzing of homing missiles and the

Sassy Chassis'



'74 STRIDER
Small but this nippy dune buggy packs a punch

'70 CLYDESDALE
This huge 4 x 4 carries a large lightning rod attack

'70 STAG PICKUP
This unwieldy truck is well armoured and turns like a tank

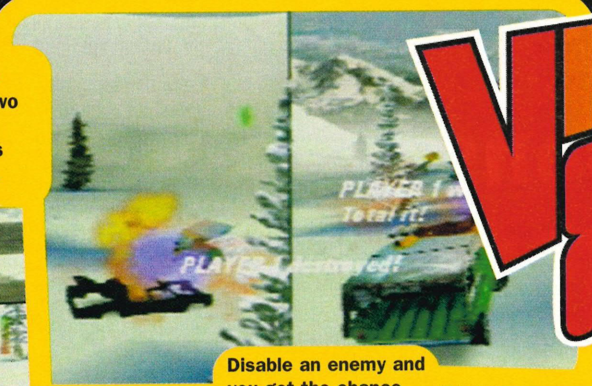
'67 RATTLER
Chassey's sporty roadster has a cool gridlock attack

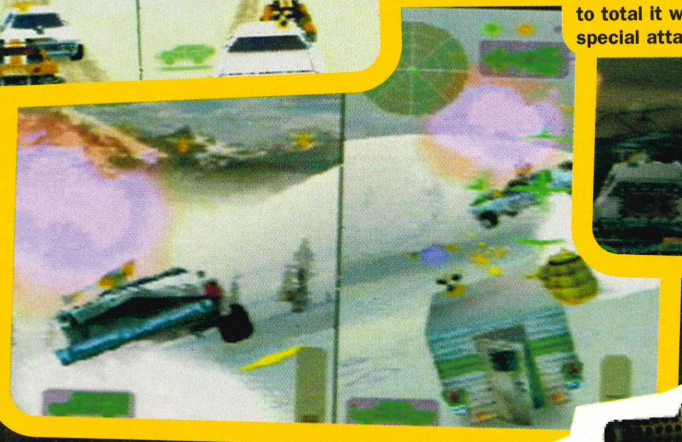
4 x 4

4 players = 4 times the fun. As good as the single player game is in Vigilante 8. The muliplayer (up to four players) is where the real fun is at. As well as two player versus and co-operative games. There are also 4 player deathmatch modes of Brawl, Team and Smear. Brawl is every man for themselves, Team is two on two and Smear lets three of you gang up onto one unfortunate victim.

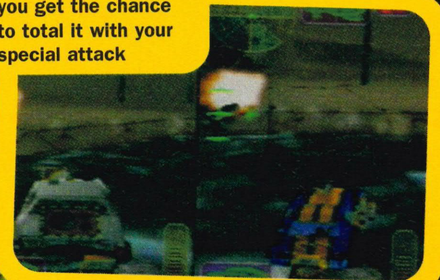








Disable an enemy and you get the chance to total it with your special attack



> “Vigilante 8 packs more punch than a Jackie Chan film with twice as many dynamic explosions”



Tip-Xtra

Press the handbrake B Button while turning to perform a tighter turn





'73 GLENN 4x4
Loki's nippy little buggy fires off deadly scatter missiles



'69 JEFFERSON
John Torque's funked up roadster carries an awesome boombox



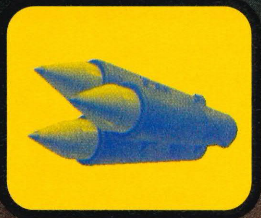
'75 PALAMINO
Houston's car has a blue laser ray that can waste enemy weapons

Vigilante 8

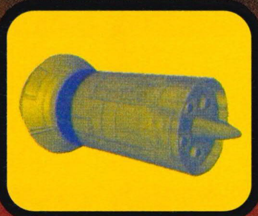
Weapons



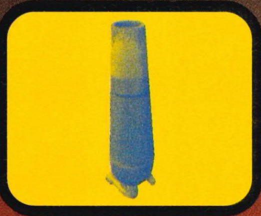
MOSQUITO MACHINE GUN Standard equipment on all cars. Unlimted ammo



INTERCEPTOR MISSILES Agile missile with a fairly long range



BULL'S EYE ROCKETS This rocket has limited range and no tracking facility



SKY HAMMER MORTAR This explosive charge is fired up to 200ft into the air



BRUISER CANNON This 360 degree auto tracking turret packs quite a punch



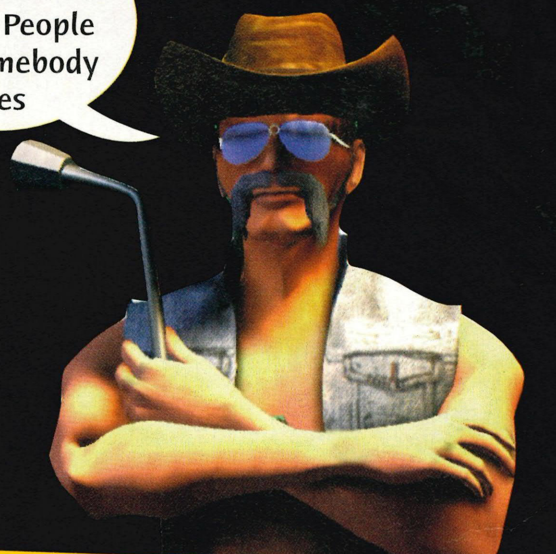
ROADKILL MINES Drop these from behind your car and they'll explode when driven over

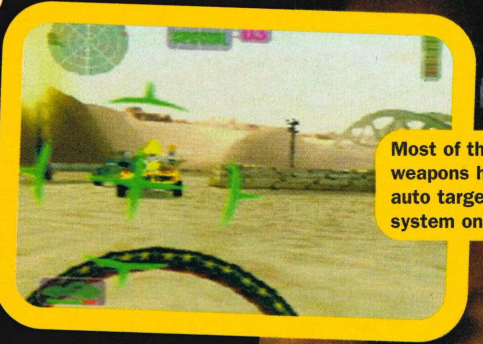
thump, thump, thump of the cannons in time with the kickin bass lines of the music. I've not even mentioned yet the truckloads of options Vigilante 8 gives you to monkey around with.

There's the Quest mode (which involves a plot of sorts and sees you tackling levels in a certain order) with bosses to fight at the end of each quest. Then there's Brawl, Smear and a smart Survival mode (kind of like a Royal Rumble except with cars instead of wrestlers), which are exclusive to this version.

Size matters and Vigilante 8 is large in every way. It was a big hit on PSX and it'd be a crime of staggering proportions if the N64 version isn't bigger than a Theopolis P Wildebeast codpiece. It's easily one of my favourite driving games on the N64 and blows away the likes of SF Rush with a rocket up the rear.

Play Vigilante 8 on your own and it's insanely addictive, but played against your mates in fiendish deathmatches the ensuing car related carnage can spark off enough incidents of Road Rage to send even the little Welsh pop strumpet from Catatonia round the bend ●





Most of the weapons have an auto targetting system on board

● Publisher Activision ● Contact 01895 456700 ● Release Date April ● Max. Players 4 ● Price £40 ● SAVES To cartridge

It's Got...

92%

Why...

V8 is like a spaced out stock car shoot'em-up with attitude and I love it. Imagine Destruction Derby with wicked wheels, tonking tunes and an awesome arsenal of weaponry. It's a badass blast with more boogie than a night at your local disco and twice as much action. If you ain't down with V8 you just ain't down Sucker! Noely

Breakdown...

GRAPHICS Some fogging, but otherwise superb looking cars, with stupidly detailed arenas 8/10

SOUND Not as fly as on other versions. But still cool. Slam on a Gap Band track and chill 7/10

GAMEPLAY One of the maddest multi player games we've played in ages. It's a blast 9/10

LASTABILITY Three difficulty levels and a garage loads of options, mean this'll run and run 9/10

Why not try...

Mario Kart 64
For all its faults Mario Kart has some of the most frantically fun multi player mayhem ever seen on a console



Other Views...

LEWIS A rip-roarin', tyre-squealin' classic that'll have you poppin' caps in asses all night long. Best with your mates though

MARK A monster multi player pile-up of a game that'll see you an yer mates road-raging each other to bits. Brilliant!

STEVE Thrill a minute stuff. Lacking the funked-up PC soundtrack, but still attitood packed! Groovy!

READER REVIEW I loved the four player. Especially when three players gang up on one! Get it now – Simon Redford, Harrogate

GAMEPLAY

SALES LINES 0113 234 0444
Mon-Fri 9am-8pm, Sat 10-7, Sunday 10-4
CUSTOMER SERVICE 0113 234 0666
Monday to Friday 9am - 6pm

SALES FAX 0113 234 0770
website www.gameplay.uk.com

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD



CALL FOR YOUR FREE 64 PAGE CATALOGUE

THE WORLD'S MOST POWERFUL CONSOLES AT BRITAIN'S LOWEST PRICES!



PRICES INCLUDE **FREE 48hr DELIVERY** TO MOST AREAS IN THE UK

UNBEATABLE SERVICE GUARANTEE All machines bought from Gameplay are fully guaranteed by Nintendo and we offer full after sales support. Unlike some of our competitors, we only sell official UK consoles backed up by genuine British warranties. If your machine develops a fault within the guarantee period, we are the ONLY mail order company who will **COLLECT IT FROM YOUR DOOR AND REPLACE IT FREE OF CHARGE!!**

Console	Price
N64 Console	£71.99
N64 Console + Mario 64	£91.99
N64 Console + Zelda 64	£104.99
N64 Console + Turok 2	£99.99
N64 Console + Int'l S/Star Soccer '98	£96.99
N64 Console + Goldeneye	£91.99
N64 Console + F Zero X	£99.99
N64 Console + Rogue Squadron	£103.99
N64 Console + Banjo Kazooie	£102.99
N64 Console + Wave Race/Pilot Wings	£85.99

SAVE MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW N64!

Item	Price
Top Gear/Drive Steering Wheel	£43.99
Official Grey or Coloured Joypad	£16.99
Rumble Pack	£6.99
1 MB Memory Card	£5.99
RGB/S-VHS Scart Cable	£6.99
Logic 3 Carry Case	£14.99

PLUS GET £1.00 OFF EVERY GAME BOUGHT AT THE SAME TIME AS YOUR NEW N64!!

GAMEBOY



GAMEBOY POCKET (CHOICE OF COLOURS) £39.99

GAME BOY COLOR — RRP £69.99 Our price £62.99

GAMEBOY CAMERA £36.99

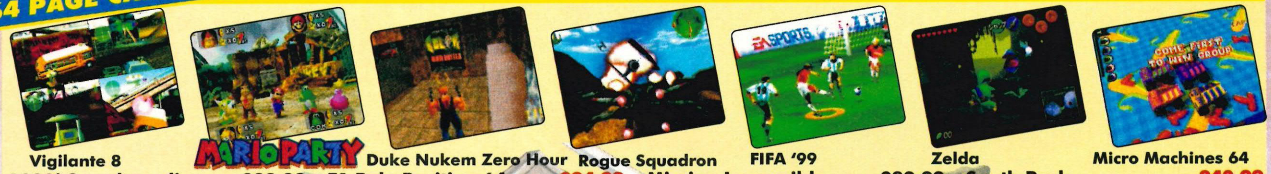
GAMEBOY PRINTER £46.99

We now also stock many more Gameboy games at the cheapest prices in the country! Please ring if you can't see the game you want.

GAME BOY COLOR GAMES

Game	Price
Bugs & Lola	£18.99
Colour Tetris DX	£18.99
Cool Hand	£18.99
Game & Watch Gallery 2	£22.99
Gex	£21.99
Harvest Moon	£18.99
Monopoly	£18.99
Mortal Kombat 4	£22.99
NBA Jam '99	£23.99
Pocket Bomberman	£18.99
Quest for Camelot	£22.99
South Park	£22.99
Sylvester & Tweety	£18.99
Turok 2	£22.99
Zelda	£22.99

UK NINTENDO 64 GAMES



Game	Price
1080° Snowboarding	£33.99
Allstar Baseball 2000	£36.99
Allstar Tennis '99	£36.99
Banjo-Kazooie	£36.99
Beetle Adventure Racing	£33.99
Bio Freaks	£34.99
Blastcorps	£18.99
Body Harvest	£24.99
Bomberman	£18.99
Bomberman Hero	£34.99
Buck Bumble	£39.99
Bust A Move 3	£34.99
Chameleon Twist	£21.99
Chopper Attack	£37.99
Clayfighter 63 1/3	£17.99
Cruisin USA	£18.99
Cruisin World	£18.99
Diddy Kong Racing	£33.99
DOOM	£19.99
Duke Nukem Zero Hour	£33.99
Extreme G	£19.99
Extreme G 2	£34.99
F1 Pole Position 64	£24.99
F1 World Grand Prix	£33.99
FIFA '99	£32.99
Fighters Destiny	£24.99
Forsaken	£26.99
F Zero X	£33.99
Gex 64	£34.99
Glover	£34.99
Goldeneye	£29.99
GT Racing 64	£23.99
Holy Magic Century	£39.99
Int'l Superstar Soccer 64	£24.99
Int'l Superstar Soccer '98	£24.99
Lamborghini 64	£17.99
Lylat Wars & Jolt Pack	£40.99
Lylat Wars no Jolt Pack	£34.99
Mace	£24.99
Madden NFL 64	£25.99
Madden NFL '99	£33.99
Mario Kart 64	£33.99
Mario Party	£34.99
Micro Machines 64	£32.99
Mission Impossible	£32.99
Monaco Grand Prix	£36.99
Mortal Kombat 4	£42.99
Mortal Kombat Mythology	£24.99
Multi Racing Champ	£21.99
Mystical Ninja	£44.99
Nagano Winter Olympics	£24.99
NASCAR Racing '99	£33.99
NBA Courtside	£24.99
NBA Jam '99	£36.99
NBA Live '99	£33.99
NBA Pro '98	£29.99
NFL Quart'back Club '99	£38.99
NHL Breakaway '99	£39.99
NHL Hockey '99	£36.99
Penny Racers	£32.99
Pilot Wings	£18.99
Quake	£24.99
Rogue Squadron	£36.99
SCARS	£39.99
San Francisco Rush 2	£33.99
Shadows of the Empire	£34.99
South Park	£40.99
Space Station Silicon Valley	£32.99
Starshot Space Circus	£29.99
Super Mario 64	£32.99
Tetrisphere	£18.99
Top Gear Overdrive	£36.99
Top Gear Rally	£34.99
Turok 2	£33.99
Twisted Edge Snowb'ing	£37.99
Vigilante 8	£36.99
V Rally 99	£32.99
Virtual Pool	£32.99
Wave Race 64	£24.99
Wayne Gretzky's Hockey	£25.99
Wayne Gretzky's '98	£36.99
WCW vs NWO: Revenge	£36.99
Wetrix	£24.99
Wipeout 64	£36.99
World Cup '98	£29.99
WWF Warzone	£38.99
Yoshi's Story	£33.99
Zelda 64	£40.99

WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR ORDER IS DESPATCHED, SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!

JOYPADS

OFFICIAL NINTENDO 64 CONTROLLERS
£17.99 each OR £16.99 each when you buy TWO OR MORE

COLOURS AVAILABLE
GREY RED GREEN
BLUE YELLOW BLACK

ARCADE SHARK STICK
Competition Joystick with Auto-Fire, Slow-motion & extra long cord. Perfect for beat 'em ups! £29.99

SHARKPAD PRO 64²
"Stingray" shape for easy control. Long cord. £21.99

Joypad Extender Cable - 1.5m extension lead. Attaches to all controllers .. £6.99
Pack of 2 Extender Cables £9.99

2nd Games

Gameplay also stocks pre-owned games in addition to our new games but we ensure that these are of the highest quality.

- ✓ All games pass a 10 part examination to ensure "nearly-new" quality.
- ✓ All 2nd hand games guaranteed for 90 days
- ✓ Extremely competitive prices.

This is how you can sell us a game:

1. Your game and packaging must be in <u>nearly new</u> condition and you must clean the cartridge before sending it to us. All games are tested when we receive them. If your game doesn't work or the packaging is damaged, we will not buy it and you will have to pay £4.00 to get it back.
2. You must ring us before sending your game in to be given an authorisation number.
3. You will receive a credit for the agreed amount which you may use against other games, either new or used.

If you would like to buy a 2nd hand game, simply ring sales for the current price. If your choice is not in stock, you may book a copy and it will be sent as soon as one becomes available.

ALL PRICES LISTED IN THIS ADVERT ARE FOR NEW GAMES ONLY - PLEASE RING IF YOU WOULD LIKE 2ND HAND PRICES.

HINT BOOKS

Book	Price
1080° Snowboarding Secrets	£10.99
Banjo-Kazooie Unauth'd Secret	£9.99
Diddy Kong Unauth'd Secrets	£10.99
Goldeneye secrets, strats & sols	£10.99
Killer Instinct Gold Handbook	£10.99
Mario 64 secrets, strats & sols	£10.99
N64 Secrets, strategies & sols	£14.99
Quake 64 Unauthorised Guide	£11.99
Turok 2 Unauthorised Guide	£11.99
WCW v NWO Revenge Guide	£10.99
Yoshi's Story Unofficial Guide	£10.99
Zelda Official Guide Book	£12.99

COOL FURNITURE

Inflatable chairs Just add air! Available in green, orange, purple & blue
£14.99 armchair
£8.99 kids.

Experience the calming hypnotic effect that volcano lamps bring to your room. 14 1/2" high. Choose from pink, green, orange, purple and blue. £24.99

LOGIC 3 CARRY CASE
Cushioned interior, partitions and pockets, durable lightweight and waterproof.
£15.99

4MB RAM UPGRADE
Allows you to play all compatible games (e.g. Turok 2, Zelda) in high res. graphics. £23.99

TOP GEAR STEERING WHEEL
BEST BUY!
Steering Wheel & foot pedals with working gearstick. Fully programmable with leather steering wheel cover Works on N64, PSX & Saturn. Rumble facility..... £45.99

RUMBLE PACK £7.99
RECHARGEABLE RUMBLE PACK £12.99
RUMBLE PACK WITH
1MB MEMORY £10.99
256KB MEMORY £9.99

SHOCKWAVE - UNIQUE SENSOR ADDS RUMBLE TO <u>ALL</u> GAMES £21.99

DATEL ACTION REPLAY PRO
Contains loads of built-in cheats for all N64 games. You can add more cheats as new games are released or *invent your own!* ***NEW LOWER PRICE!***
£28.99

N64 Cheat Line
09066 098050
100 games available!
Calls cost 60p per minute. Please ask permission before calling!

MEMORY CARDS

MEMORY CARDS (CONTROLLER PAK) ALLOWS YOU TO SAVE HIGH SCORES, GAME POSITION, REPLAYS ETC.

Nintendo 256k Memory card the only card to work with Turok 2..... £13.99

1MB MEMORY CARD
4 times bigger than the 256KB memory card.
£7.99 or £5.99 with a game

8MB MEMORY CARD - 40 times bigger than the 256KB memory card. £17.99

CABLES

Composite/RGB Scart Cable - Improve picture/sound quality when connected to a scart TV £8.99
S-VHS Cable - Even higher quality than the composite scart but requires SVHS compatible TV or Video .. £8.99
Replacement RF Lead £11.99
Hi-Fi Audio Lead - Phono lead to allow you to connect your N64 to your Hi-Fi speakers for amazing sound quality £9.99

PLEASE RING TO CONFIRM AVAILABILITY BEFORE ORDERING AS SOME SPECIAL OFFERS ARE LIMITED STOCK & SOME GAMES MAY NOT HAVE BEEN RELEASED AT TIME OF PUBLICATION

- ✓ ***SALES LINES OPEN:***
  MON-FRI 9am - 8pm
  SATURDAY 10am - 7pm
  SUNDAY 10am - 4pm
- ✓ ***NO QUIBBLE EXCHANGE POLICY*** IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MINIMUM £4), WE WILL SWAP IT FOR ANOTHER ITEM.(THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS. WE RESERVE THE RIGHT TO REFUSE EXCHANGE IF THE ITEM IS NOT RECEIVED BACK IN <u>PERFECT</u> CONDITION)*.
- ✓ ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH BY REGISTERED POST FOR YOUR OWN PROTECTION). SORRY, NO CASH ON DELIVERY.
- ✓ ***ORDER WITH CONFIDENCE*** FROM ONE OF THE LARGEST SUPPLIERS IN THE COUNTRY! OVER 750,000 SOFTWARE ITEMS SUPPLIED SO FAR!
- ✓ ***1ST CLASS DELIVERY FREE OF CHARGE*** TO U.K. MAINLAND. WE PROVIDE THE ***FASTEST*** DELIVERY SERVICE AROUND: 1-3 WORKING DAYS MAX ON STOCK ITEMS. *(PLEASE ALLOW 8 DAYS FOR CLEARANCE IF SENDING A CHEQUE)*. NEXT DAY DELIVERY FROM £4. ORDERS PLACED BEFORE 3PM ARE SENT THE SAME DAY (SUBJECT TO STOCK).
- ✓ ***1000'S OF TITLES AVAILABLE.*** WE ALSO STOCK GAMES & ACCESSORIES FOR SEGA SATURN & OTHER CONSOLES AND CD ROM
- ✓ OTHER COMPANIES MAY TAKE YOUR **MONEY** IMMEDIATELY BUT WITH GAMEPLAY YOU WILL BE SAFE KNOWING THAT ***YOUR CREDIT CARD WILL NOT BE DEBITED UNTIL YOUR ORDER IS DESPATCHED!***

*YOUR STATUTORY RIGHTS ARE NOT AFFECTED

Order form

GAMEPLAY — Cut out this order form and post to:
GAMEPLAY, ENTERTAINMENT HOUSE, CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

NAME:................................HAVE YOU ORDERED BEFORE? **YES / NO**
ADDRESS:..
....
POSTCODE:................................SIGNATURE: ....
TEL:................................FAX:................................
CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐
CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ (SWITCH ONLY)

ITEM DESCRIPTION	PRICE
	£
	£
	£
	£
	£
OPTIONAL EXPRESS CHEQUE CLEARANCE. If you are paying by cheque but do not want to wait for it to clear please add **£2.00** here for express clearance*	£
Postage is **FREE** for all games shipped within the U.K. Optional NEXT DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item. P&P	£
TOTAL	£

Cheques payable to 'Gameplay'.
Prices subject to fluctuation. E & OE.

164(E)

Please note - express cheque clearance cannot be used with Building Society cheques or bank drafts.

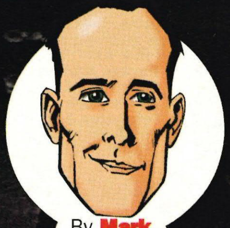
Sent to press 11/3/99

BRITAIN'S LARGEST MAIL ORDER SUPPLIER OF COMPUTER GAMES!

Also available: DVD VIDEO, PlayStation, PC CD ROM

Monte Carlo! The only city where Rush Hour means 150 mph!





By Mark
markh@idg.co.uk

Once a year a small town throws up a few road blocks, sets up some stands and invites the world to watch F1 cars race through their city centre. They're bloody nutters!

IF IT WASN'T on the telly you'd think the Monaco GP was just too insane to be real. A road race with real F1 cars (the type that do 0 to 60 in less than two seconds) tonning it through the narrow streets of a small city. Imagine if it took place in your town (in our case Manchester): Schumacher and all the others would ton it past Piccadilly Gardens, bomb around Chinatown and scream past the Arndale Centre. It's truly and utterly bonkers!

There's a lot of words you can use to describe the Monaco GP: fast, fierce and foolish for example. The word 'safe' however, wouldn't appear on your list. It's like a destruction derby between flimsy rocket cars driven by the recently escaped inhabitants of the local loony bin. Out of all the brave racers that start, half of them don't make it to the end (a fair number won't even make it round the first corner!).

> "Flimsy rocket cars driven by the recently escaped inhabitants of the local loony bin"

Racing Simul
Monaco G



ation: rand Prix

Tip-Xtra

The key to winning in any realistic racing game is learning how to brake properly! Slam on the skidmakers before going into a corner and accelerate as you go out. Early breaking is the key to winning in any F1 game

Australia's red light district has the fastest kerb crawling in history

You don't need to be an F1 mechanic! Remember – the red car always wins

Racing Simulation: Monaco Gra

Made up Motors

The lack of an official license means that all the real racers have been replaced with made up motor companies. Let's play the guessing game...



Easy this one. Red can only mean one company...Ferrari



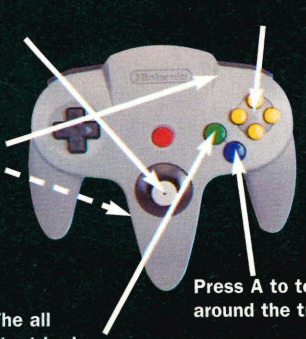
Close enough to the bright yellows of the Jordan team



Four times world F1 champ Alan Prost has his own team – Prost F1



The white of this car distinguishes it as Stewart Racing



The control stick steers your motor

Use the C buttons to change the views and look behind you

Use the Z and R triggers to change gears

Press A to ton it around the track

The all important brake is on button B

Bash and Smash



Gridlocked traffic brings my plans to a swift stop



My three wheeler is unsurprisingly duff at steering...

Now Monaco GP doesn't just have that one track, all 16 F1 World Grand Prix circuits are included, but if you're like me then the first one you head for is always Monaco. What other racetrack has casinos on one side and millionaire playboys with their model girlfriends on the other? It's like racing through a Bond film!

> “What other racetrack has casinos on one side and millionaire playboys with their model girlfriends on the other? It's like racing through a Bond film”

Racing roulette

Monaco GP does a good job of recreating all the excitement of a real F1 race too. The tracks are packed with plenty of detail and move faster than a fuel-injected ferret. Even with half the pack on screen at once there's very little slowdown and the whole thing is smoother than an eel in an oil slick.

Up to 22 cars compete in each race, but unfortunately the cars and drivers are all daft names. But the game does include a name editor, so if you're missing Michael Schumacher and all his mates, you'll quickly recognise who the racers are supposed to be and can change their names to be trainspottingly accurate, or even add your own.

The graphics are a mixed bag of tasty nuts versus sour raisins. On the upside the game is packed with detail and F1 fanatics can spot each track immediately. The courses are a well-rounded bunch as well with more curves than a playboy photo shoot. Unfortunately, the curse of blurry graphics makes an unwelcome reappearance. Whilst Racing Simulator isn't as fuzzy as some games it's still got that wobbly edge that makes you feel like you should get your eyes tested.

This ain't no game

When you first start the game you're presented with a choice between playing in 'arcade' or 'simulation' mode. F1 novices would be wise to choose arcade as this option radically alters the way your car responds. Pick 'arcade' and you'll fly around the corners with ease and with a little practice you'll be hammering your way into pole position in no time.

Eating tarmac

Once a few hundred miles of racetrack have flown past your helmet, you'll be wanting to step up the game to 'simulation' mode. Now just try your old tactic of hammering away from the start and bashing through the pack as they slow down for the first corner and you'll smash your car faster than a crash test dummy driving with no hands. And if you've got the damage setting set to 'realistic' you'll quickly find yourself trying to drive a battered wreck that has shopping trolley handling (and that's if you're lucky enough to still have wheels!)

Tarmac



Argentina



Australia



Brazil



Canada



Germany



Hungary



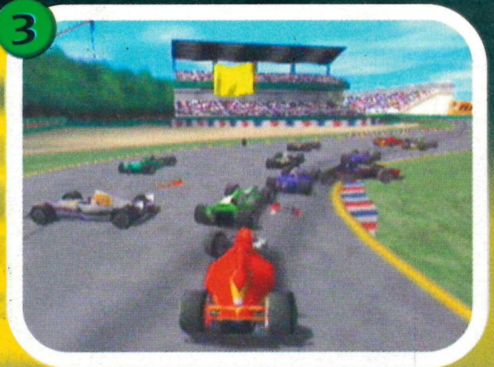
Luxembourg



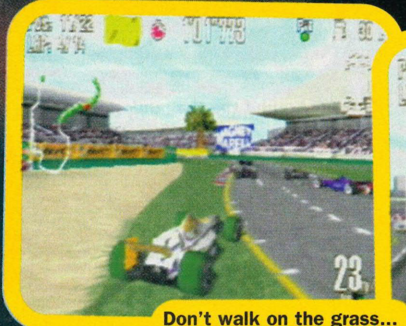
Monaco

nd Prix





and I'm left behind as the other drivers tear away





Don't walk on the grass... or you'll end up skidding around on slippy tyres

If you ever get bored of Monaco you can race around any one of the 16 courses from the World Grand Prix



Austria | Belgium | France | Great Britain | Italy | Japan | San Marino | Spain

Take a break

But don't hang around! Get out as fast as possilbe!



Fancy a change? Of tyres that is



Fix the wings and fill her up



Check your time. Under ten secs!



Get out and you're playing catch up

Tip-Xtra



The Pit stops are a major factor in winning the race. Choose between carrying on with weak tyres or losing time in the pits. Learn how many laps you can go on a litre of fuel and never put more juice in your car than you need

Racing Simulation: Monaco Gr

Race-cam

Like many racing games you can look at the action from many different camera angles


Behind the wheel


Over the helmet


Front of the car

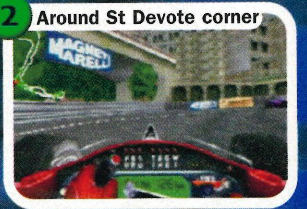

Trailing behind

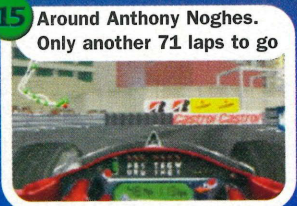

Up in the air

Main Course

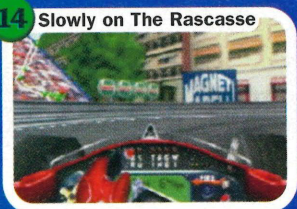
Monaco. The only track with a swimming pool!


1 Tear away from the Start

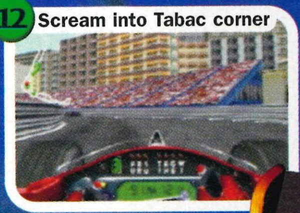

2 Around St Devote corner


15 Around Anthony Noghes. Only another 71 laps to go




14 Slowly on The Rascasse


13 Around the Swimming Pool


12 Scream into Tabac corner


11 Into the New Chicane



“This is a real challenge that'll yo-yo your butt between the seats of the slowest slouches to the fastest firecrackers”

As well as the usual ‘single race’ and ‘tournament’ modes, Monaco GP has included a ‘career mode.’ Pick this option and you'll find yourself playing as a newcomer to F1 racing, with an offer from one of the lowest teams. You'll now have to work your way up the ranks by winning races. This is a real challenge that'll yo-yo your butt between the seats of the slowest slouches where you suck tailpipe, to the fastest firecrackers when you take pole position.

The real test though is between Monaco GP and the current race leader, Nintendo's F1 World Grand Prix and a quick flick between both games revealed some startling differences between the two.

Close race

Surprisingly, Monaco GP has a couple of advantages over the big N's racing powerhouse. It's much faster for one thing, and there's no experience to match tearing through that tunnel in Monaco. There's also a great balance between a realistic feel where you've got to brake for corners and simplistic control where you feel truly in command of your car.

This will come as a welcome relief to anybody still spinning out at every corner on the incredibly realistic (but equally frustrating) World Grand Prix.

But if you're a true Formula One fanatic like me, you'll be wanting the game that puts you behind the wheel of a real racing car. And that's World Grand Prix with its warts and all (even when you scream for the thousandth time after spinning off on the final lap).

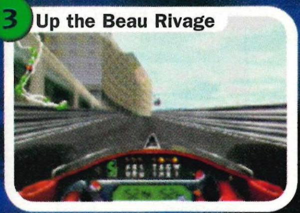
Even though Monaco GP is faster and often more fun than World Grand Prix, the lack of an official license coupled with blurry graphics leave it trailing in second place

Tip-Xtra

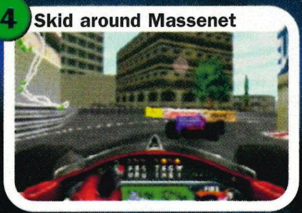


F1 Racing is all about precision so make sure you don't go barging in at the first corner. You'll only end up smashing your wings and then you've no hope of winning the race

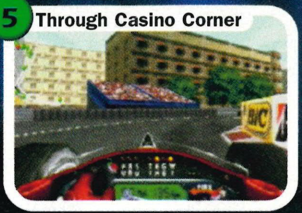
...and Prix



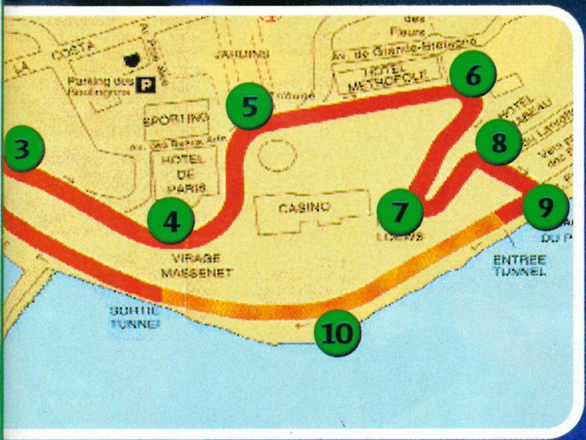
3 Up the Beau Rivage

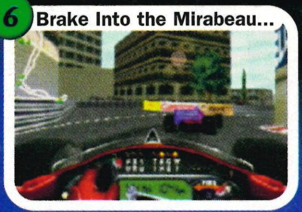


4 Skid around Massenet

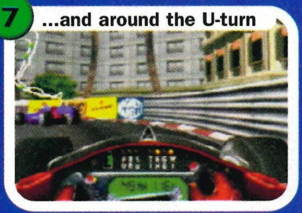


5 Through Casino Corner

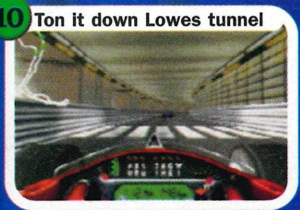




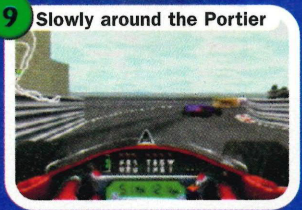
6 Brake Into the Mirabeau...



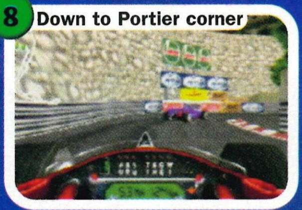
7 ...and around the U-turn



10 Ton it down Lowes tunnel



9 Slowly around the Portier



8 Down to Portier corner



Rain or shine



When the sun shines you've got no troubles...



...but God help you when the heavens open

Publisher Ubisoft • Contact 0181 944 9000 • Release Date OUT NOW • Max. Players 2 • Price £39.99 • Memory Pak Space 16 pages

It's Got...

SOFTWARE HOUSE LEAGUE 1 pt

84%

Why...

IT'S GOT enough speed to knock out your teeth and the silky smooth detail on the tracks make you feel like your sitting in a real F1 car. Unfortunately, the blurry graphics make you think that the pit crew has smeared grease all over your helmet. It plays well and is much more friendly than its unforgivingly realistic rival, F1 World Grand Prix. But Monaco GP just doesn't have the same level of realism as Nintendo's home grown racer **Mark**

Breakdown...

GRAPHICS Great detail on the cars and tracks, but some unfortunate blurring 8/10

SOUND Lots of revs and screeches add to the race, but no speech 8/10

GAMEPLAY The arcade mode eases you in before the killer simulation grabs you 9/10

LASTABILITY A great career mode provides a long-term challenge 9/10

Why not try...

F1 World Grand Prix is so realistic that you'll soil yourself going round Monaco's concrete walls. But it's tough stuff and not a game for F1 fools!



Other Views...

LEWIS I still prefer the realistic F1WGP but this is a lot faster and much easier for the F1 novice. Good stuff Ubisoft!

STEVE I actually prefer this to F1WGP. Not because it's better, but because it's a whole lot easier to get to grips with

NOELY Almost as good as F1WGP. But unfortunately Nintendo's title looked better and was first across the line

READER REVIEW This is fast but the graphics are a bit blurry. Still better than most racers though – Daniel Thorp, Manchester

American Release

Snowboard Kids 2 hits the slopes. Is it a 'rad' sequel or will you be piste off?

Snowboard Kids 2



By Noely
noely@idg.co.uk

Boarders beware of avalanches. Oh, and tornadoes, rocks, pans, ghosts, thieving mice and above all kids. Yeah, if you thought snowboarding was dangerous wait until you see how these 'kids' behave on the slopes

If you took Diddy Kong Racing, Mario Kart and 1080 Snowboarding and rolled them up into one huge snowy ball, you'd most probably ruin three perfectly decent N64 cartridges. But that's essentially what Atlus did to come up with Snowboard Kids, and bowled us over with one of the surprise hits on N64 last year.

Well, knock me down with a soggy snowball if they haven't gone and done exactly the same thing again with Snowboard Kids 2.

In case you missed out on the snowy splendour of the first game let me brief you. It's a snowboarding multiplayer race game in a Mario Kart stylee, ie race one of several kids round a series of courses, as you go collecting powerups which you use to boost your own boarders progress and hamper your opponents.

Smart bottom

Unlike most snowboard racers, this game has a rather smart ski lift at the bottom of each course that whisks you back to the top of the slopes, so that the manic mayhem can begin all over again. The great thing about the ski lift system is that as well as allowing the game to have laps, it also makes for some rather entertaining punch ups as players fight to be first through the turnstile.

The courses are all themed and quite varied and surprisingly enough some of them feature very little snow, if any at all. One course for example sees you boarding down a lush green hillside, with your board skimming effortlessly across the rich, dewy grass. There's another where the ▸

> "Knock me down with a soggy snowball if they haven't done the same with No. 2"



New Kids on the Block

Your favourite kids are back and this time they'e brought a few mates



Jam Keuhnemund
Cool as ice, is Jam with a heart as big as his nose

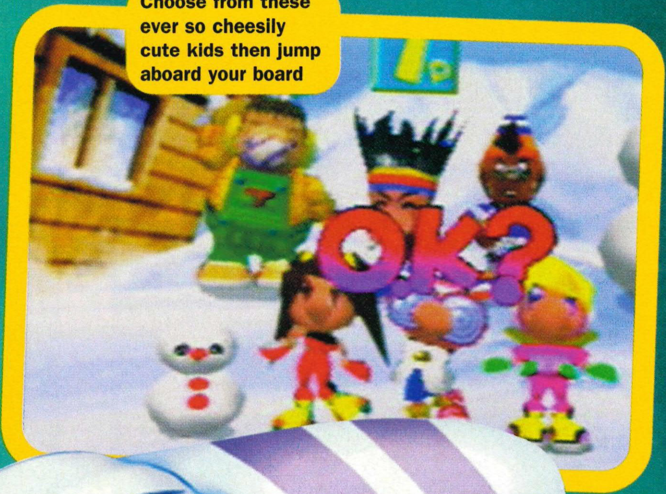


Slash Kamei
Spiky of hair and prickly of personality. Mean and moody



Tommy Parsy
Who ate all the pies? Who ate all the pies?

oard



Choose from these ever so cheesily cute kids then jump aboard your board







Tip-Xtra

Don't miss out on an opportunity to pull a stunt, even it it's just a simple jump. Each one earns you valuable cash. The more cash, the more powerups. The more powerups the greater your chance of winning



Nancy Neil
Don't let her blonde hair fool you. She is as dumb as you look



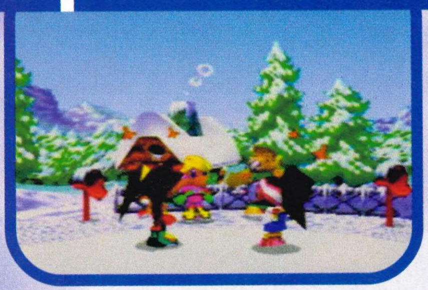
Linda Maltine
She of the ludicrously long pigtails makes a welcome return



Randy
Randy by name, rather than by nature methinks

Snowboard Kids 2

Paperchase



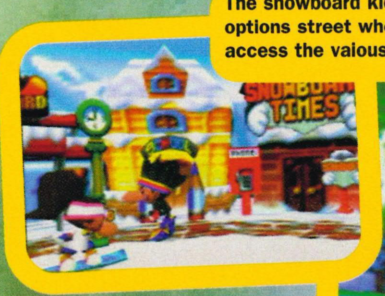
Those kids decide to have a compo to see who's the best paper delivery kid



If any paperboys out there think they've got it tough think again.



How'd you fancy snowboarding down a huge slope while carrying 30 newspapers?

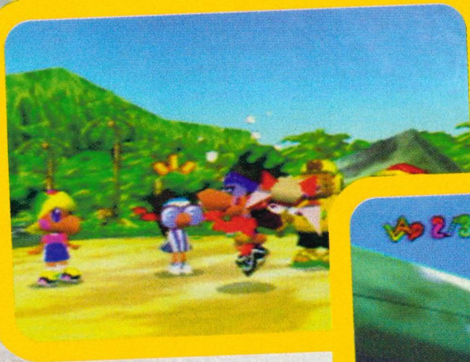


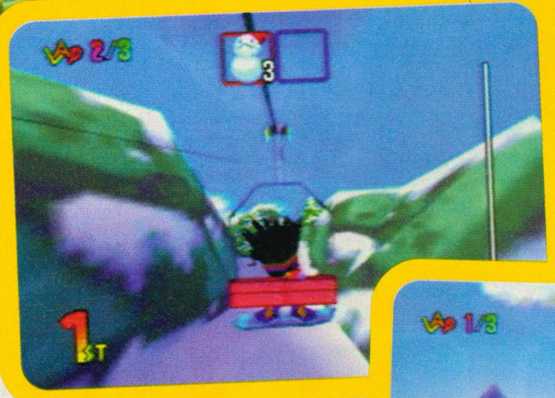
The snowboard kids options street where you access the vaious modes

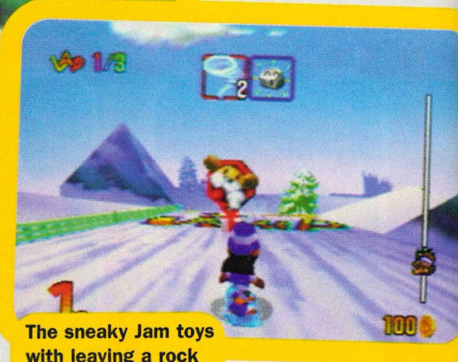




Good to see that the Ski lift and punch-ups have survived the first game







The sneaky Jam toys with leaving a rock on this treacherous jump. Heh heh!

> "Wallop! You're hit on the bonce by a huge saucepan and squished flat"

track is partly submerged underwater and has you boarding past marine fishes, with the ski lift replaced by a turtle that takes you to the top of the course on it's back. Another sees you in a bizarre, indoor track with shades of Micro Machines as you skim over various items of household items with a blatant disregard for furniture bordering on vandelism. Honestly, would you do that in your own home?

Jostling japes

In Mario Kart inspired fashion Snowboard Kids 2 is a powerup fest, with punch ups, mass brawls and lots of jostling all part of the fun in the game especially in multiplayer mode.

Picture the scene. One moment you're the picture of coolness, bombing down a steep, snowy incline on your ever so 'rad' customised board. The sun reflecting off your Ray Bans', the wind whistling through your Tommy Hilfiger jacket, your mind already wandering to thoughts of the lovely young snowboarding strumpets waiting to celebrate your victory by smothering you with champagne and kisses.

When all of a sudden...Whallop! You're hit on the bonce by a huge saucepan and squished flat. And while you're busy peeling yourself off the floor, another 'kid' has sped by you into the lead.

Goddam gundam

And that's just for starters. The very next moment you'll be encased in ice, or shoved over by a huge hand. Never mind avalanches, in Snowboard Kids 2 boarders must battle against the elements, and death defying jumps but also tackle tornadoes, snowmen, parachute attacks, and even a bizarre mouse that steals your coins. Hardly the kind of thing you'd expect to encounter on your average snowy circuit, but then Snowboard Kids is not your average snowboarding game.

Visually the game looks, well pretty much like the first actually. Cute Japanesey 'gundam' characters with huge heads and tiny bodies that are perfectly in keeping with the cartoony 'slapstick' gameplay style.



Not only must you post a minimum no. of newspapers, you're against the clock as well



Slash finishes with just 18 papers posted. Someone's going without their papers today

Tip-Xtra

Use powerups wisely. Drop rocks in narrow places, snowman attacks on corners, and parachute attacks when enemies are approaching jumps to cause maximum inconvenience to your opponents



Kids Stuff

Spooky spectres, snowman attacks and flying pans - just some of those kiddie powerups



SNOWMEN
It's great fun turning enemies into useless snowmen



GHOST
This spooky spectre will slow up the opposition



FAN
Gives you a motorised, fan powered snowboard boost



STEALTH
Turns you invisible thus avoiding enemy attacks



ICICLE
Encases your enemies in a rock hard icicle



ROCKET
Gives you an extra turbo charged boost of speed



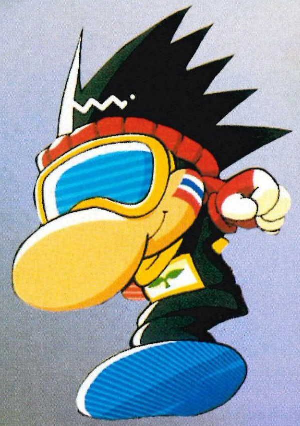
PAN
Brings a pan crashing down on the heads of opponents



WINGS
Lets you float over large chasms and watery sections

REVIEW

Snowboard Kids 2



▶ The graphics are as clear and crisp as a bag full of glacier mints and more colourful than the Jamaican Footy team on Carnival day. But in truth they're looking a little dated whem compared to the cool as ice courses of Diddy Kong Racing, or the almost frostbite inducing realism of 1080's snowy slopes.

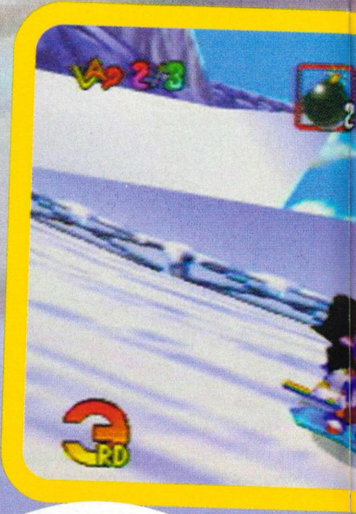
Shoot my box

In between races you're transported to an options menu in the guise of a street. It's a nice touch, and it's particularly noticeable that there have been changes in this department. It's from this street that you access the Board Shop where you can purchase boards with your prize money, a Paint Shop to customise your board (and even your players outfit), and a School to practise your skills. There are also buildings representing the Speed, Shoot and Trick courses which have been maintained and improved somewhat. One of the Shoot courses for example is an ingenious paperboy 'reworking' whereby you must fire as many newspapers as possible into US style mailboxes on your way down the course.

Other introductions include several new characters (a couple of which appear to be hidden beneath snowmen), to go with Jam Kuehnemund, Linda Parsey, Tommy Parsey and Slash Kamei and Nancy Neil from the first game.

But apart from that Snowboard Kids 2 is more of the same, not a crime given that the first was quite an entertaining little ride. It take the multiplayer gameplay of Mario Kart and Diddy Kong and add some 1080 style tricks, stunts, and a touch of snow. And for a while it's quirkiness and comedy value warms you to the games charms. But ultimately this is a disappointment. It's a shame that Atlus haven't improved the graphics or sound sufficiently to justify the sequel. When it comes to thinking of reasons why to buy this game I keep coming up with reasons not to. A jumped up sequel isn't gonna cut any ice with those who bought and enjoyed the first game and are expecting Snowboard Kids 2 to be a bigger, badder boarder.

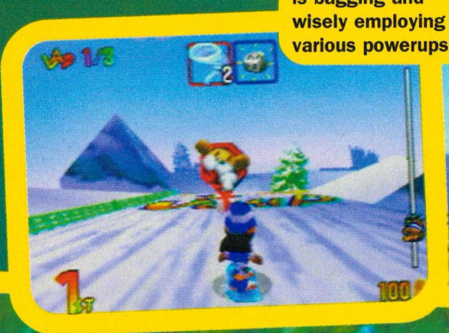
“The graphics are... more colourful than the Jamaican footy team on Carnival day”



I piled on two stone in three months the 'Lardfast' way. Who's for burger and chips?

Cuts no ice

If you missed Snowboard Kids and are after a seriously silly knockabout racer, in the Mario Kart mould, then this might be worth a look, but then again you might be better trying to pick one up second hand. Snowboarding purists after something in the way of a simulation should punt for 1080's more realistic game with it's solid solo challenge. And those of you who hated the first game of course would be well advised to avoid this like you would a patch of yellow snow in an ice eating contest. There was a time when I thought that the Snowboard Kids were as cool as ice, but a year has passed and the summer sun has definitely thawed my opinions●

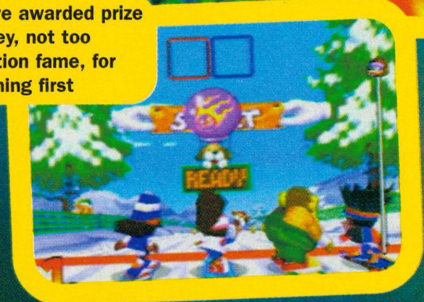




The key to winning is bagging and wisely employing the various powerups



You're awarded prize money, not too mention fame, for finishing first



It's Tricky



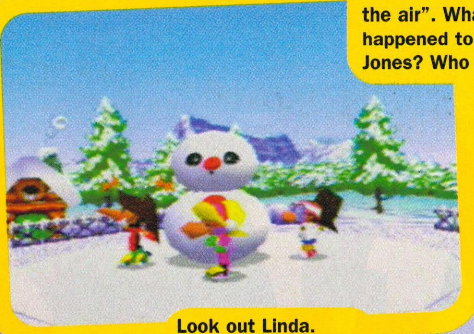
Ever the competitors, the kids have got together again to see who's the best trickster



Slash eagerly awaits the start of his run and mentally rehearses a few 1080's

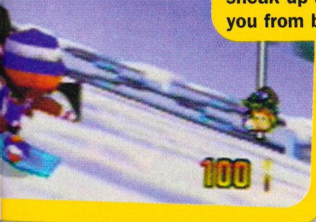


There's no boarding like Snowboarding, there's no boarding I know



"We're walking in the air". Whatever happened to Aled Jones? Who cares

Look out Linda. Jam's about to sneak up and take you from behind



Tip-Xtra

Have a little look in your local used games store for a copy of the original Snowboard Kids. The chances are you'll be able to pick it up for about half the price of this jumped up update





The aim of this is to do as many tricks as possible during a run of the circuit



A less than impressive trick run. Slash clearly needs more tokes on the old waccy baccy.



It's Got...

76%

1 pt SOFTWARE HOUSE LEAGUE

Publisher Atlus • **Contact** Dept 1 0171 916 8440 • **Release Date** April • **Max. Players** 4 • **Price** £55 • **SAVES TO** Memorry pak

Why...

As entertaining as the first game was, it was always a bit slow and couldn't quite keep up with the pace, nor the visual splendour of DKR or Mario Kart. We played it for quite a while and then along came 1080 and blew it away. And while this jumped up update is undoubtedly a laugh, I'm not sure it's quite as 'rad' a departure or enough of an improvement to warrant splashing your cash on.

Noely

Breakdown...

GRAPHICS Big, bright and beautifully colourful, but hardly 'state of the art' 7/10

SOUND Some of the most ear torturingly twee tunes you could possibly imagine. Yeuch! 4/10

GAMEPLAY Undoubtedly a blast for four players but it's no Diddy Kong Racing & it's slow 8/10

LASTABILITY Lots of options, modes, and bosses add some longevity, but not much 7/10

Why not try...

1080 Snowboarding
Easily the best snowboard game on any console game. Lacking in multiplayer magic but otherwise very cool



Other Views...

LEWIS Were it called 'Snowboard Chaps 2' I think I'd have preferred it. 'Kids' are young goats you see

MARK No improvement over the original! It's far too slow and the game's nothing special. Get Mario Kart or 1080 instead

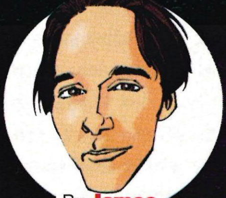
STEVE Worth a higher score if you've not got the original, but a total rip-off if you have! Good stuff though

READER REVIEW Never played the first Snowboard Kids so I quite liked this, but it's a bit slow.
– Steve Floyd, Burnley

There'll be no exploding of this nitro, someone forgot to light the fuse!

American Release

WCW N



By James

jamesc@idg.co.uk



Hitman has Hogan in prime position for a ligament twisting special

The right foot slips behind Hogan's leg for that essential extra leverage

Ooooh Yeah!

It's another animated set of snarlers from wrestling's anabolic apron patrons, but don't let a bunch of household names tempt you into climbing through the ropes for more joint breaking japes

Right. I'm not going to get into the old 'tight wearing American blokes in professional pantomime' routine of slagging off what is basically a bucket load of choreographed clap-trap. Because, strange though it is, it seems there are a fair few followers of this 'sport' over here in the Bulldog's base camp.

You're probably sick to your knee high leather stomping boots of reading all the glam queen insinuations. So we'll just agree to disagree on the ins and outs of Hogan's day job and delve straight into the cut and thrust of the review. Or grapple and grunt if you prefer?

Nitro is the follow up to THQ's WCW vs NWO, but the promise shown in that bout of brutishness has been broken, and the WCW brand will surely suffer a triple hammer blow if WCW Nitro represents the console future for fans of wrestling.

What initially appears to be a healthy portion of rumble pie turns out to be a limp pastry taster of a seemingly non-existent main course. 16 popular princes of pain and game options spanning exhibition, tag team, royal rumble, championship and two to four player multi-maiming is enough to get any fan of violent friction into a pant-filling frenzy, but the promised delivery dish misses the house completely.

I suppose if you're really hooked on the ring

> "What appears to be a healthy portion of rumble pie turns out to be a limp pastry taster"

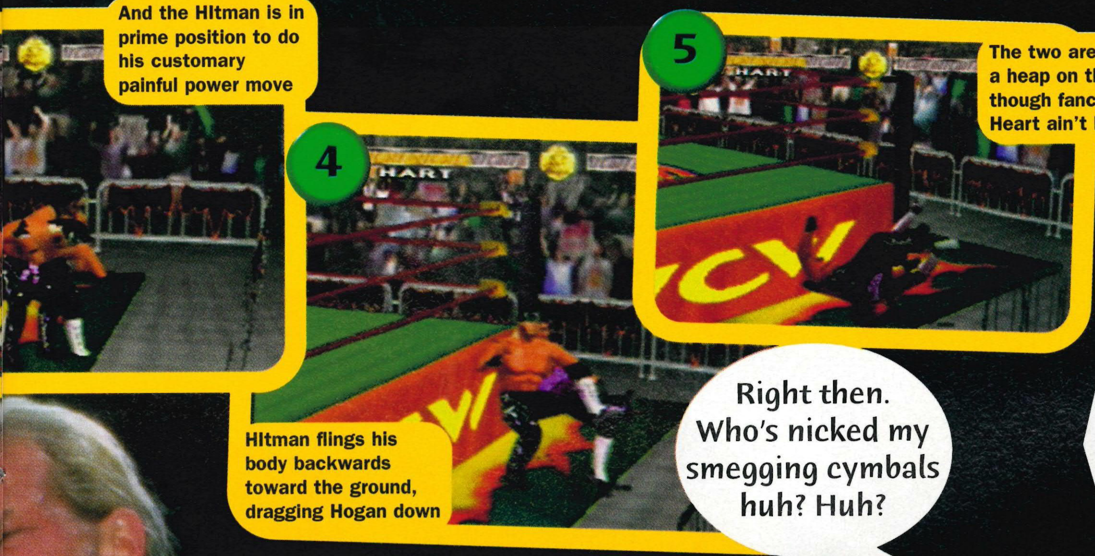
Tip-Xtra

Make good use of your showboating manoeuvres to whip up the crowd and increase your fighting spirit and be aware of your opponent's buddies at all times as they need no invitation to steam into the ring to knacker your kisser



Nitro





And the HItman is in prime position to do his customary painful power move

HItman flings his body backwards toward the ground, dragging Hogan down

The two are left in a heap on the floor, though fancy pants Heart ain't hurt



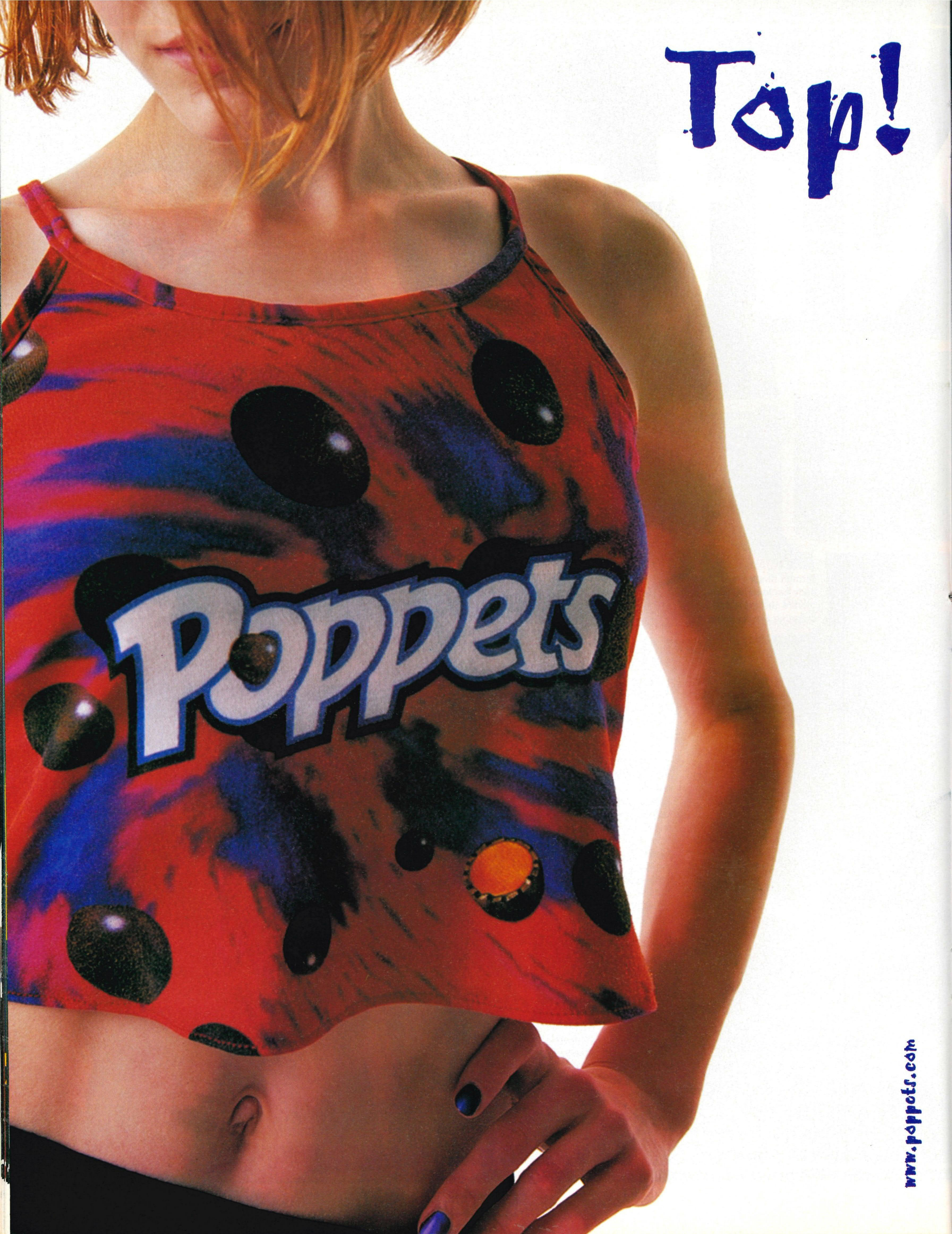


sting thing (like a hot vindaloo), then the bad elements of Nitro may seem mere blots on a beautiful landscape.

But let me tell you, the only beautiful thing about this hillbilly hip tossing horticultural is the power switch having an 'off' setting. Sure, you'll be impressed with the accuracy of the costumes, the spine splittingly fine animation of signature moves and taunts of all stars such as The Hitman, Hogan, the Steiner brothers, Sting and all of their bruising buddies. But when the gameplay is as minuscule as a steroided wrestler's groinal wrist exerciser the importance, and reamness, of such eye candy soon diminishes.

Spandex hex

Overall a poorer job has been done presenting this than Michael Jackson's plastic surgeon managed with the King of Pop's face. The crowd is like something from my MegaDrive days on 'Buster' Douglas Boxing, and the camera is probably the worst in-game scene shower I've ever seen. I mean, how the hell are you supposed to fight a guy the size of Kevin Nash ▶



Top!
Poppets
www.poppets.com

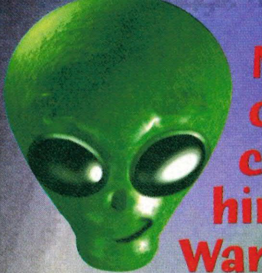
FREE Mario Party Guide Mini-Mag Pullout

BLAGGER'S GUIDE TO Mario Party



N64 PRO

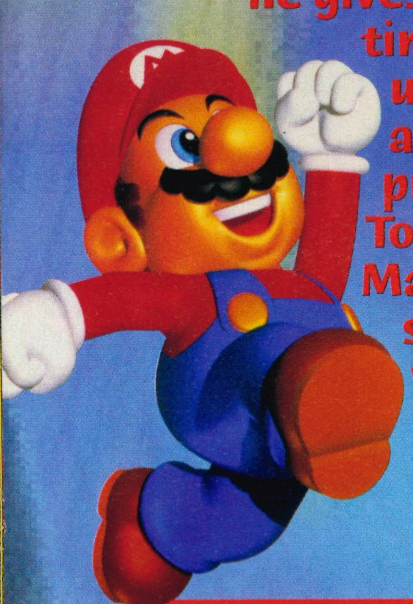
Mario Party



Mario Party reunites all your favourite characters from previous Mario games. You can chose to play as one of six characters Mario himself, Luigi, Princess Peach, Donkey Kong, Wario and Yoshi. There is no real difference playing as the different characters, play with the one you feel most comfortable with, or the one whose voice irritates you the least (Peach's sugary voice may drive you mental after a while).



Other characters pop up at various points, Koopa Troopa is the equivalent of Monopoly's 'Go' space, he gives you coins every time you pass, and as usual Bowser is hanging around trying to cause problems. Cute little Toad has a vital role in Mario Party, he dishes out the stars to deserving characters with twenty coins or more.



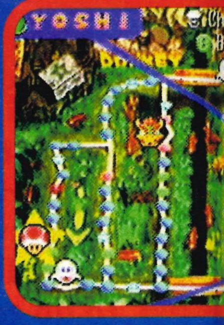
Object of the game...

THE object of the game is to become the ultimate Superstar, which in Toadis words is someone who helps others when they're in trouble. This doesn't explain why the likes of the Gallagher brothers, hardly known for their caring, sharing natures, are considered superstars, but it's only a computer game after all. So each of the six board games has a mission behind it, which will only be fulfiled once the game is completed. There are different things to look out for on each board:

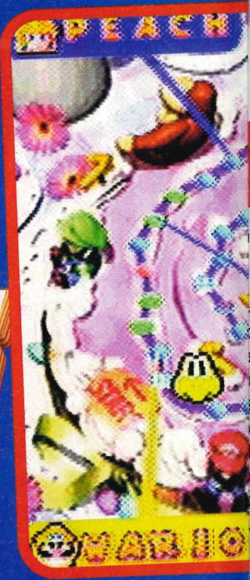
DK's Jungle Adventure

HERE you get to explore Donkey Kong's jungle home. It's a board without too many tricks and traps, so good to begin with. The only things that might hinder you are the locked doors and Whomps (you know, those weird stones with faces on) which will block your path. You have to pay coins to pass but have a look at the map before deciding whether to part with your hard earned cash. It's easy to assume that they must be guarding a path to somewhere really good, but that's not always the case.

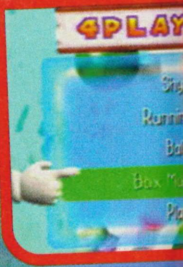




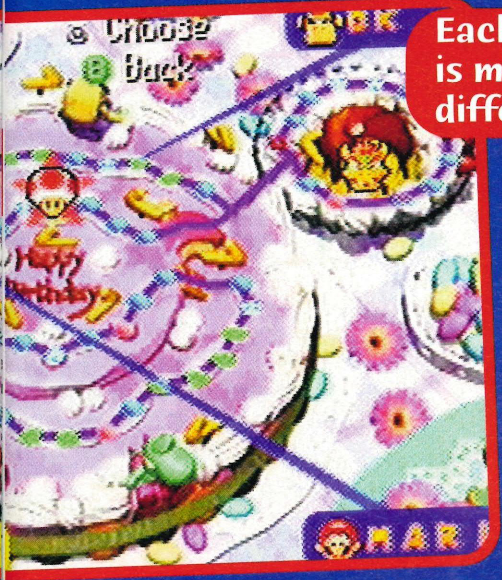
Peach's







Birthday Cake



Each board is massively different!

On this board set on top of a cake, you will be given the opportunity to buy decorations for it. It's probably not worth doing until the you are well into the game and the other players actually have stars to nick. Beware though because the others are bound to retaliate by also buying plants and then you end up with stars flying back and forth every time anyone has a turn.



> “The idea of the game is to become the ultimate superstar by helping people when they're in trouble”











Mario Party

Yoshi's Tropical Island

THE bridges linking the two islands on this board are guarded by Blue Thwomps. To pass you must pay an ever increasing number of coins, fine at the beginning, but when it gets past ten it's hardly worth paying, particularly if you are on the right island to get to Toad. Even towards the end when Koopa Troopa starts giving out twenty coins, if you're paying a lot to reach him it's pointless, and you will waste turns when you could be getting stars from Toad instead.





Luigi's Engine

THERE are loads of doors here, and the problem is that after each round the doors move, blocking different paths off. Like Wario's board, donit be too set in your ways, if you forget that the doors will move and you donit have an alternative plan, you're going to waste turns getting yourself back on track. Also learn where the warp pipes lead so you can use them as short cuts. The better you know this board, the easier itís going to be to win – so use that map constantly.



Wario's Battle Canyon

THIS is a tough board, when you are loaded into a cannon you don't always know which island you're going to land on. This is one board where you shouldn't bother planning too much as you'll never end up where you want if you do. However you are able to choose roughly whereabouts on the island you want to land, so look around the island first. If there's nothing of interest on it try to land just before the cannon space so you can get off quickly. If on the other hand, something good is there, land after the cannon space so you can reach it.



General Playing Tips



Turn Order

Don't stress too much about the order of turns, you all get the same number of turns in the end, the only drawback is that in the first few turns, the other characters might be able to reach certain points first.



Stealing Coins

If stealing coins with Boo, it might not always make sense to steal from the character with the most. Look around and try to spot anyone coming up to Toad who is able to get a star who you can stop. Other characters with loads of coins but nowhere near near Toad will possibly lose them to Bowser or in a game anyway.



Using Map

Unless you're totally positive you know where you are going, at the beginning of your turn it's wise to take a butcher's hook at the map. Notice the location of Toad, the other characters, and any changes to the board (any paths blocked or open etc).



Direction

When you are given a choice of tw directions to go, count out the nu of spaces and work out where eac choice would take you. It's no goo going in the direction of a star if y land on a red space that leaves yo with far less than twenty coins firs

Room







Mario's Rainbow Castle

YOU'RE all on one path for this board, but that doesn't make it any easier. Bowser and Toad are in the same place at the top of the castle. They swap round when someone reaches them, so always check who will be waiting for you when you get there. This board is made easier with items bought from the shop, especially the lower and higher number blocks. With them you can overtake the others if Toad is in the castle, or lag behind if it's Bowser.





"Mini game island is definitely the best place to start before you take the plunge!"



Mini Game island

Look at Mini-Game Island as a training ground. It will give you the chance to play the games and concentrate on your technique, without worrying about the board and other characters. It's definitely the best place to start before you take the plunge and play on of the boards.

Instructions

An obvious tip, but read the instructions! If it's the first time you've played a particular mini-game, read them and also remember to scroll left and right to read the further instructions. Also, while you are on that screen, if you test out the buttons you will be using, your character will demonstrate what will happen during the game.





Mini Games

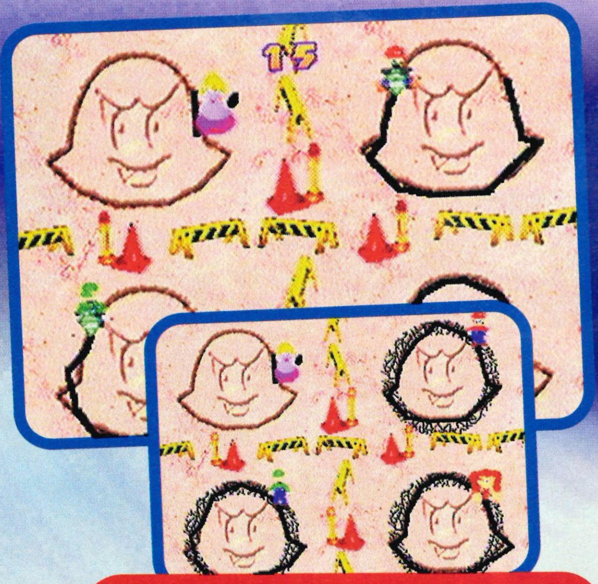
Now you're familiar with the boards and playing tips, you can look at the real point of Mario Party – the Mini Games. Altogether there are about fifty of these, all testing your different skills like reaction time, agility with the joypad, memory, and in a couple of places, especially the one-player games, it comes down to luck.

Each of the games will become easier every time you play, but if you want a few tips on one game which has you on the edge of a nervous breakdown, read on:

4 Player Games

Face Lift

HAVING to rearrange Bowser's features isn't the best job in the world, but this game is straightforward enough. The key is to watch the opening sequence of the game when the face is transformed. Usually it will only be a couple of things like the top lips and eyebrows. When the time starts do it in the same order and quickly pull the features into the rough shape. Look at the example face closely. How much of the eyes or mouth can you see compared to your effort? Go back and touch up the picture, if you work calmly you'll have enough time.





Crazy Cutters

THE danger of this game is that itís easy to oversteer and when you try to correct it, you oversteer the other way, so the end result is all over the place. Get yourself in a straight line and stick to it. When you need to turn, tap the control very gently and don't go mad with it. There's no need to rush the job- it's not a race and the time you're given is ample. It's accuracy that's the key here.

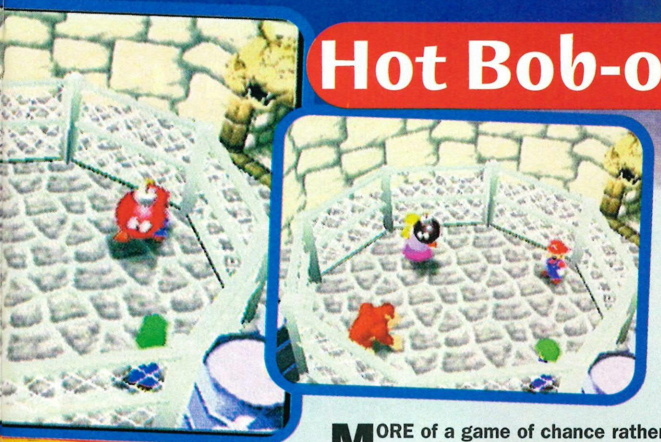
"Start pumping just b the start, but not too ea you'll waste loads of ene

Skateboard S

MOVE fast here by pressing the 'B' as fast as humanly possible. But make sure you're not too busy to jump over the ramps and stones, crashing into any more than a couple is bad news. You might not realise you are doing it, but a lot of people will concentrate solely on their character for these games, but you should be looking mostly at the far right at the obstacles coming up, you'll then have more time to work out when to jump.



Hot Bob-omb



MORE of a game of chance rather than skill. You've got two options. One is to get rid of it sharpish every time it's thrown to you and hope you're not the unlucky one who gets it when it explodes. The other method is that when you get it, hold on to it and just before you think it's going to go off, throw it and pray it doesn't get back to you again. The second way means that at least you have some influence over where it could explode but you might need nerves of steel!

Musical Mushroom

THE music stops quite quickly, you won't even make it round the 'shroom once. Be alert and when it does stop, jump squarely onto the nearest smaller mushroom, twist round slightly and then do a big jump aiming to land smack bang in the middle of the mushroom with the treasure. Although you've got to move fast, jump accurately, if you don't jump on either mushroom first time, you've blown it.



Coin Clock Blitz

GAMES like this are brilliant because there's no danger of losing coins you can only gain. You don't need any fancy tactics for this, just get as much stuff as you can. Don't waste time travelling across to the other side of the playing area, jump on all the squares in your own corner and then go to the rest when there are only a few left.



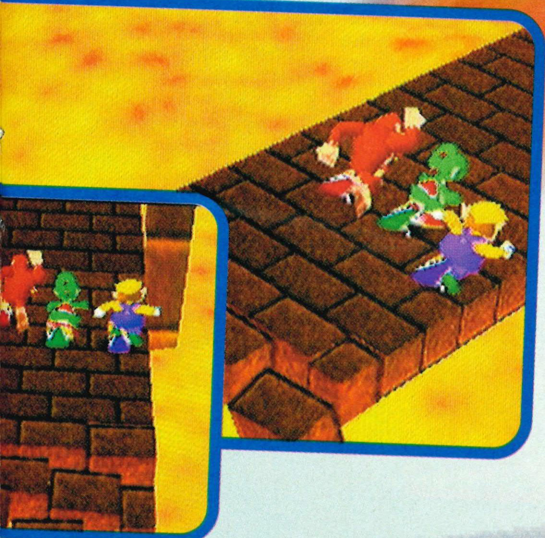
efore
arly or
ergy!99

Balloon Burst

THE idea behind this is simple, and the right technique will guarantee you a win. You'll soon find out that if you just pump the buttons as fast as you can, you won't win because your character will be doing short little pumps that are not efficient. You should be aiming for a fast, but not cramp-causing, steady pace. Another tip is to start pumping just before the start, that way you won't waste time building up a rhythm whilst the game is on.

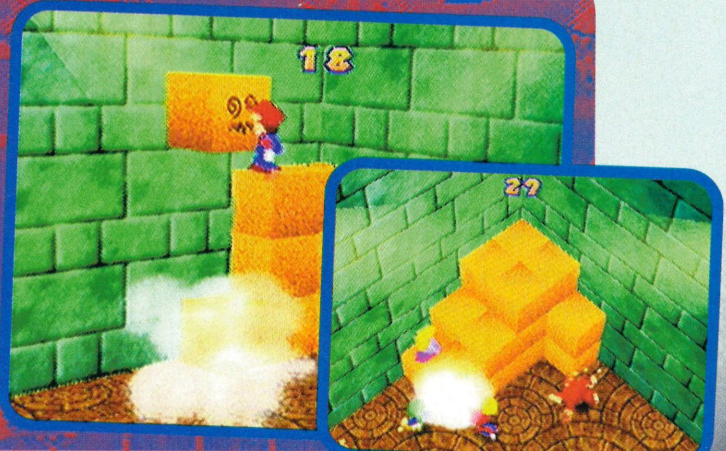


Scamper



Box Mountain Mayhem

THERE'S the opportunity to pick up a fair few coins here. You can either jump on or punch the boxes, but jumping will waste more time than simply punching. Going from one side of the mountain to the other will also take up time. Try to avoid crowding with the other characters, it will make it hard to see what you are doing, and they may get there first. Go to the side that's quieter and smash all the boxes around.





Platform Peril



IF you pause at all during this game you will have the platform fall apart underneath you. Try to be instinctive when timing your jumps rather than thinking about it too much. Stay in a straight line because going diagonally means you're on a longer route and you'll end up behind. It's not really worth making a detour for coins unless they're close by or you know you are already too far behind to catch up, in which case at least you will get something.

Mushroom

YOU need skill and quick reactions if you don't want to end up being fish-food here. You're not given much time between flags so you should always keep moving. Once you see the flag go up, do a running jump to the right mushroom being careful not to overshoot. Once you're there and waiting for the next flag, use this time to get in front of the others, it's frustrating trying to get past them while you are jumping and they can knock you off-target. If you don't make the jump first time, try again, sometimes you have enough time to get away with it.



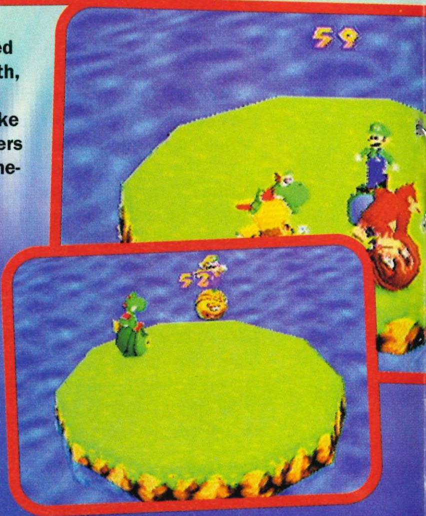
Treasure Divers

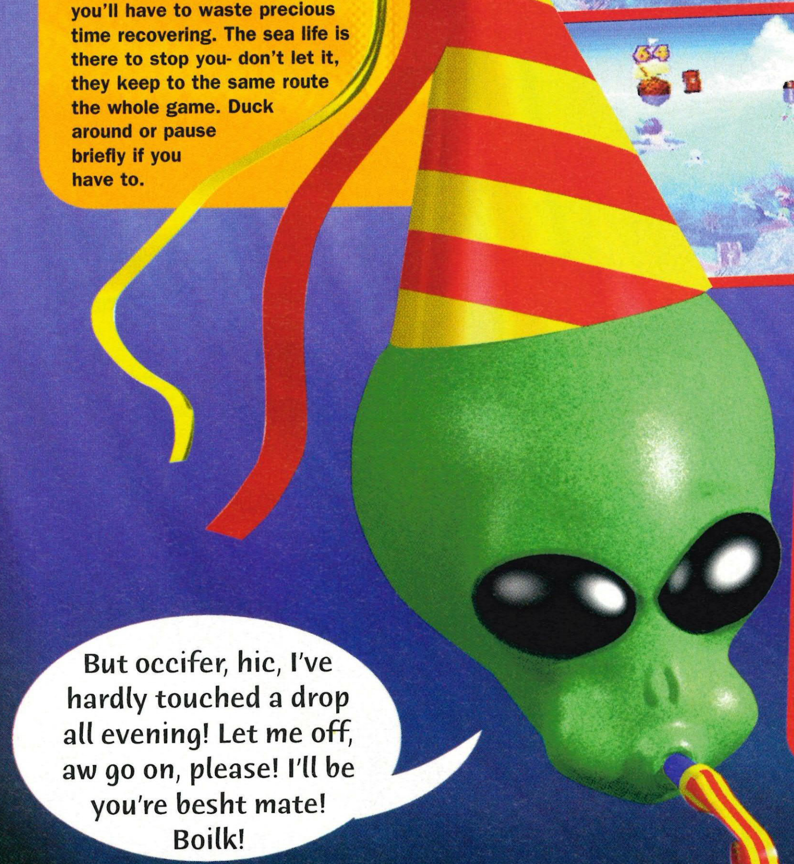
DIVE as quickly as you can and always have a target in mind. Keep to treasure that's closest to you, going for things on the other side of the screen wastes time and there is always the chance that another character will sneak ahead. Never ignore the warning when you're becoming out of breath, if you don't make to the surface you'll have to waste precious time recovering. The sea life is there to stop you- don't let it, they keep to the same route the whole game. Duck around or pause briefly if you have to.



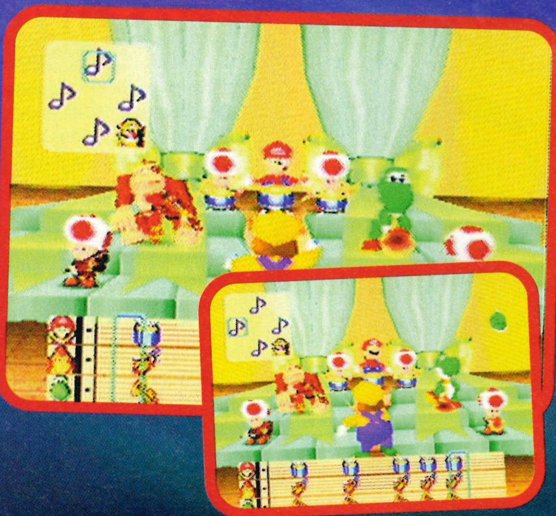
Bumper Balls

DON'T bother getting involved with the battle to begin with, stay in the centre avoiding any charges or conflict. It wonít take long before two of the characters will have fallen off. Then it's one-on-one with you and someone else. They will try to rush into you, so roll gently out of the way, keeping as central as you can. Watch for them to make a mistake and stray a bit close to the edge. This is your chance- so bomb it across from where you are, making sure you hit them full on and they'll be history.





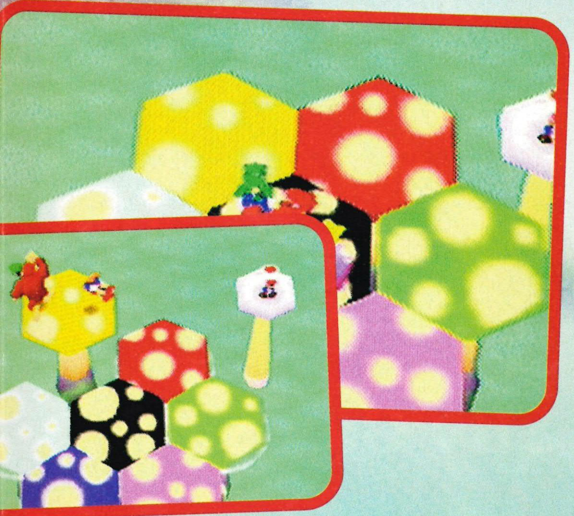
Mario Bandstand



THIS game is a bit like Parappa but it's kept quite simple, you only have to press one button. A line of music is played with five or six notes in. When it's played again you press the 'A' button on each note. The scrolling bar is there to help you, press the button a fraction before it goes over a note. If you can't get the hang of it, try ignoring the notes on the screen and remembering the melody, each section is only short.



Mix-up



Grab Bag

THE best way of dealing with this is to stick close to the edge most of the time. When you have your back to the edge, the other characters won't be able to get behind you. You'll notice that if you keep out of the scrum, the characters end up chasing each other round in circles. When they pass you, nip out from the sidelines, grab all you can, keeping an eye out for people sneaking behind you, and then retreat back to safety. Do this several times and you'll get a stack of coins, and hopefully won't have lost any yourself.



> "Grab all you can keeping an eye out for people sneaking behind you"



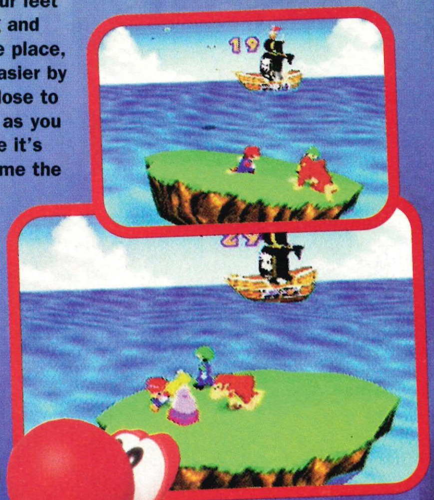
Tipsy Tourney

RATHER than doing this one randomly, you're better off trying to do it in a pattern by running all the way round the edge first, and then running in a smaller circle to get rid of the middle bit. If you're able to control your character well enough, do it in a spiral starting from the outside and working your way in. You might still be left with one final square. If so, pause for a second and let your shell stop sliding next to you. Once it's come to a standstill, dash to the opposite end, across the stubborn square and the shell will follow you.



Bombs Away

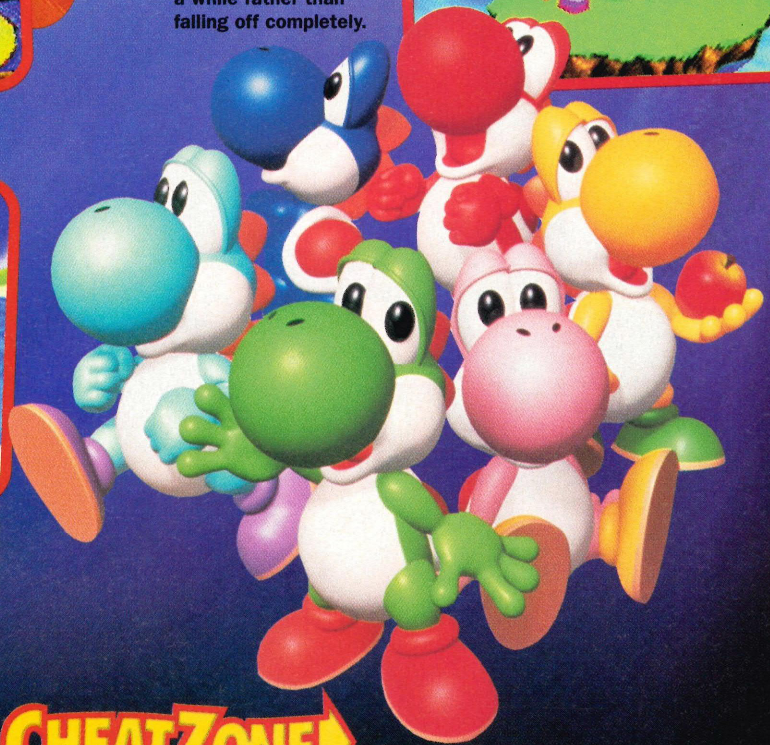
IT'S hard to stay on your feet with the island tipping and bombs flying all over the place, but you can make life easier by attempting to stay as close to the centre of the island as you can. If a bomb looks like it's going to hit you, overcome the urge to do a massive leap out of the way. This will put you too near the edge and another bomb near you would blow you away. Stick to small jumps- you're better off being hit and being dazed for a while rather than falling off completely.

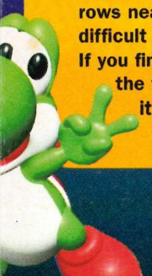


Cast Aways

THIS one's a matter of timing. You need to get used to how long it takes to cast the line so you can actually catch something. You get quite some time for this game, so use your first couple of goes to judge distances. You'll probably find that the best time is when the coin or treasure is between 1/2 and 1 centimetre from being parallel with you. Although it's going to be quicker to get the coins in the rows nearest to you, it's more difficult to cast a short distance. If you find this is the case, go for the treasure furthest away, it's worth more anyway.









Hammer Drop



THE hammers and coins are thrown down randomly. If you don't want to join in the mad scramble for the goodies move away from the others where there's less competition. It also means that there's more space to run from the hammers and go after the coins. The shadows you can see are a huge giveaway, run away from shadows which are hammer-shaped and position yourself on top of any that are round and bound to be coins. If any go near the edge, think twice about going for them, it's easy to fall off running after coins close to the edge.

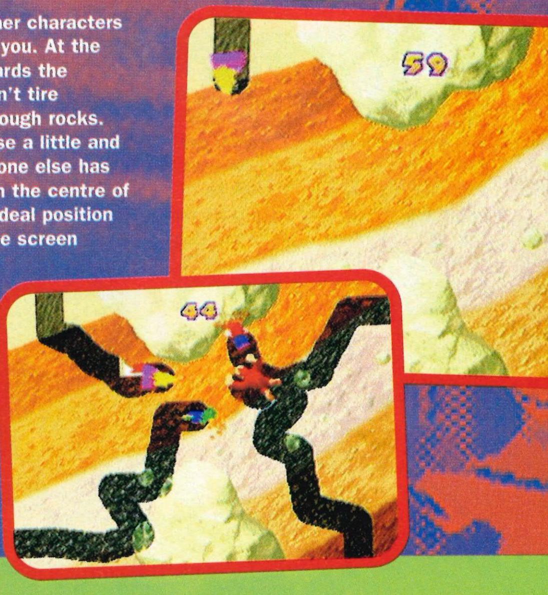


Shy Guy Says



Buried Treasure

YOU can make the other characters do the hard work for you. At the start, go diagonally towards the centre, fairly quickly. Don't tire yourself out by going through rocks. Once you are there, pause a little and look to see if you or anyone else has come across an arrow. In the centre of the screen you're in an ideal position to get to any point on the screen whereas you'll notice the others will carry on digging, often in the wrong direction. Once you can see two arrows itis easy to pinpoint the place where the treasure is Now's the time to dig as fast as you can to try and reach it first.



Key-Pa-Way



ALL four of you are on the same side here, so remember to attack the enemy, not each other. If you haven't got the key, try to form a protective wall around whoever has, so you take the flak and they don't lose the key. If you are holding it, stay near the bottom of the screen, next to the edge of the playing area. You'll only have three sides to be attacked on. If you're threatened, don't be greedy, pass the key on, you will all get coins in the end but not if you don't get the key to the other end.

Hot Rope Jump

TIMING is everything here, so you can either trust your instincts and jump when the rope is about 1/2 centimetre from you, or take your cue from everyone else. When watching the others, you'll need to react ultra fast, when they jump, you hit the 'A' button and jump instantly as well. You get no second chances here, jump too soon and you'll land on the rope, too late and you won't even make it over.





ONCE you've mastered this you will win it every time. You can't afford to waste time by looking at Shy Guy's flag first and then looking down at the controller for the right button, so remember which flag is which button and where it is on the joypad ('A' is the white flag, 'B' is the red one). Watch out though because he will try to fool you at least once by half putting up one flag, then changing his mind. You can afford a split second hesitation before you put your flag up, you may get away with being slow, but not with the wrong flag.



Running of the bulb

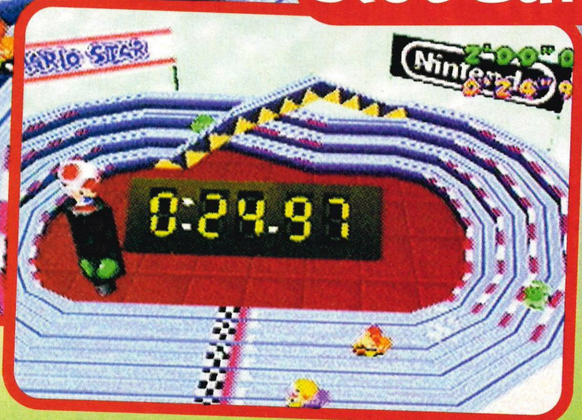
LIKE 'Key-pa-Way' this is a team game, and you'll need to use the same tactics for it. Protect whoever has the bulb and run in and attack the ghosts first. If they get you, you'll be stunned and won't be able to do a thing. Once you get the bulb, run down the edge of the playing area, preferably the one near the bottom of the screen because then you'll be able to see yourself better. You need to duck past the ghosts with the others making a shield for you before the ghosts group together and you have to go back on yourself.







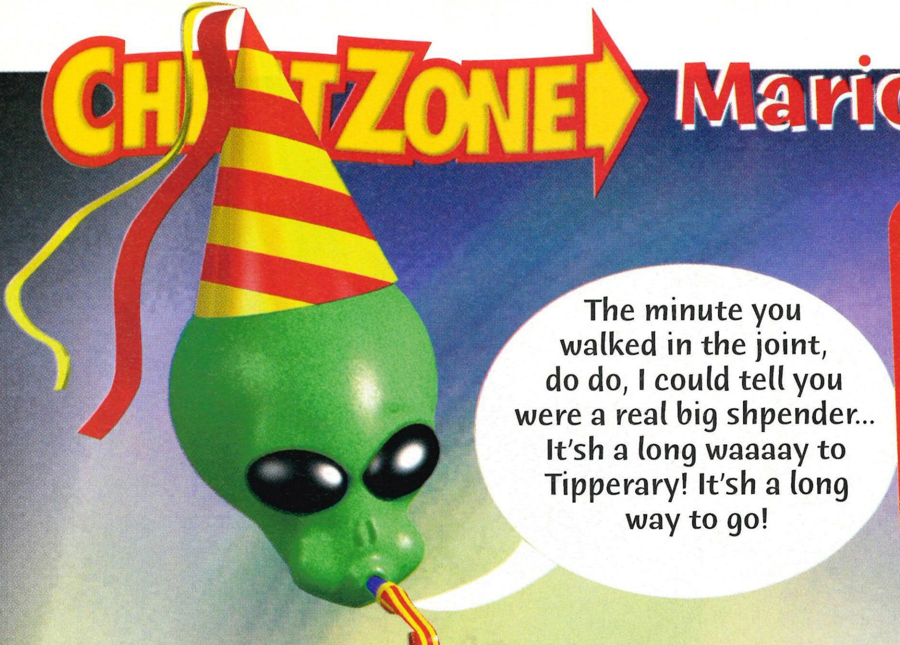
Slot Car Derby





THIS is the closest you're going to get to Mario Kart in this game. Whilst you don't have to worry about direction, you've still got a lot on your plate getting to the right speed. On the two longest straights, you can go full speed but you'll need to slow right down for the corners if you donít want to spin off the track. Look out for smoking tyres, a sure sign that you're pushing your car too hard.

Mario Party



Tug o' War



THE idea of this is basic, just rotate the control as fast as you can. You might have to experiment with your technique, try using just your thumb or your thumb and your finger for the best speed. Another way is to rest the palm of your hand on the stick and rotate it that way for the fastest speed.

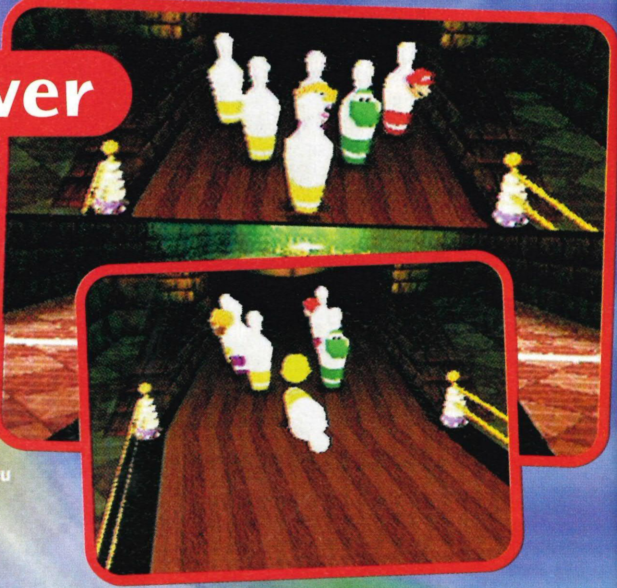
1 vs 3 Player Games



Pipe Maze

THE pattern of the pipes changes every time, so although you could try drawing a rough map the first few times, you might prefer just taking a bit of a gamble. The treasure chest will turn off at any junction it comes to. When the pipes scroll up, attempt to trace the route it might take from your character at the bottom. Knowing how many horizontal pipes there are will help. If there aren't that many, the treasure won't travel very far and drop it near to you. If there are a lot of them it will travel further.

Bowl Over



WHEN bowling the best results come from bowling it down the left hand side of the screen. If you let it go on the right, it will bash into the side and not even make it to the end. Pins should start hopping to the side right from the start. You can't move very far or quickly, so try and get yourself covered by having as many pins as possible in front of you to absorb the impact.

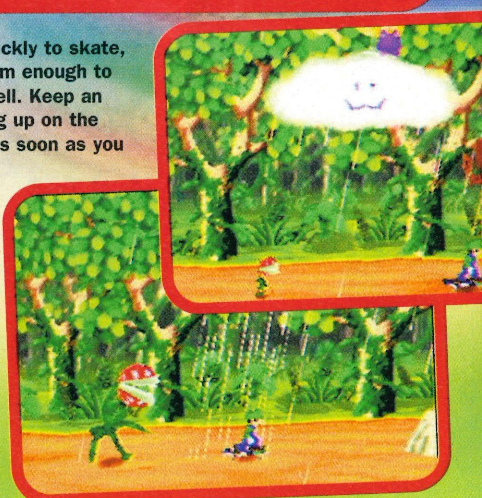
Bash 'n' Cash

IF you're in the Bowser suit you should do your best to run and avoid the hammers. Running around the edge will do the trick. If you are caught, try to catch the coins that come out of yourself and turn it to your advantage. When you have a hammer, donit run after Bowser all the time, play using tactics and trap him into a corner using the other players as a way to block him in.



Piranha's Pursuit

PRESS 'B' very quickly to skate, but also keep calm enough to do those jumps as well. Keep an eye on what's coming up on the right of the screen, as soon as you see a log, be prepared for it to fall and for you to jump it. This course seems to go on forever so stay alert until the end, but apart from the logs, there are no nasty surprises. This one's down to practice.



Coin Shower Flower



IF on the flower, stick as close to the centre as you can get. The coins will then come to you, because the flower won't tip as much. Running round the edge runs the risk of you falling off and losing out. Notice the shadow of the coin appears before the coin actually does, so use this as a guide. When in a boat, as soon as the flower looks like it's going to tip get yourself straight underneath it. The coins will roll right into your hands.

Paddle Battle

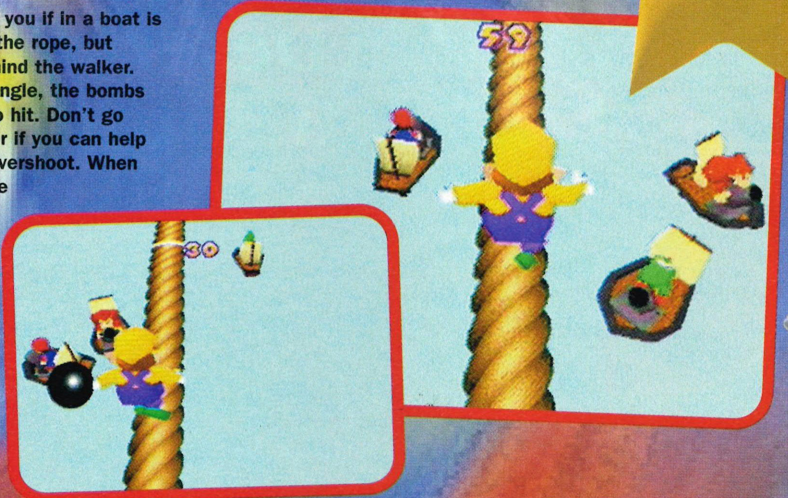
THIS is another game where you need to rotate the control fast, if you drift too near the shore, the Shy Guys will spear you and steal your coins. You should be rotating the stick fully or you won't be paddling properly. Make sure you paddle extra hard when you near the rocks, ideally you want to be going right of them so thereis no chance of you rebounding onto the left shore.





Tight Rope Treachery

THE best place for you if in a boat is on either side of the rope, but either in front or behind the walker. From this diagonal angle, the bombs will be more likely to hit. Don't go parallel to the walker if you can help it, your bombs will overshoot. When walking, you can't be distracted by what's going on below, even when you get bombed. Keep with a slow steady pace with no jerky movements and you're laughing.



Coin Block Bash

THE hammer is useful to have, particularly if opponents are hanging around beside a block you want to bash. Get rid of them first with a sideways sweep ('B' button), then go for the smash and grab. When you are hammerless, don't panic, follow the character who has and let them do the hard work. Keep out of the hammer's way and take the coins revealed.

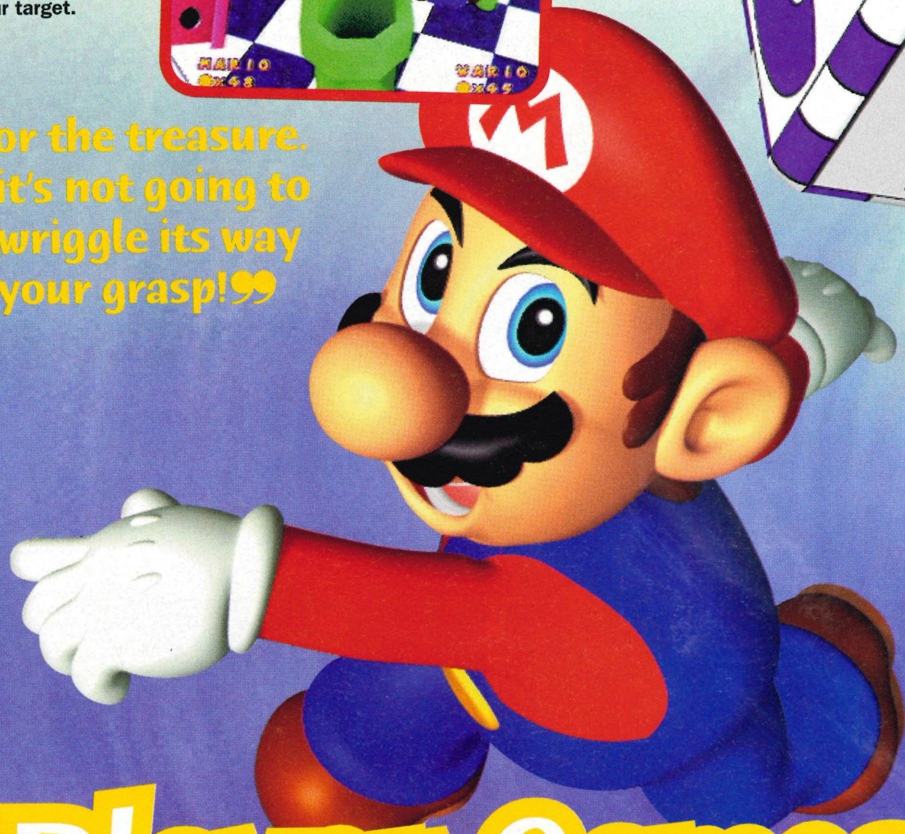


Crane Game




SOME arcade fun to be had here. If you're the grabber and not too confident, aim for the money, or better still, the treasure, at least it's not going to try and wriggle out of your grasp. You get half the coins of anyone you grab, so it makes sense to go for a character if they have loads to give away. You're not in a rush here, so take time to accurately pick out your target.

"Aim for the treasure. At least it's not going to try and wriggle its way out of your grasp!"

2v

Hand

QUITE a lot to
this game, yo
control your spee
and right into the
Although you may
game down to sp
that if you go all
the track at the f
Leaning into the
vital, and you sho
pacey but not ex
speed if you want
to the end and w

Desert Dash

ALL you need here is to build up a rhythm. You only have to go left, then right alternately when the symbol appears. Don't get cocky and go before the symbol comes up, you'll mess it up and be slowed down. Similarly, you can't hold the direction too long, a firm tap on the control left then right should be just right.



1 Player Games

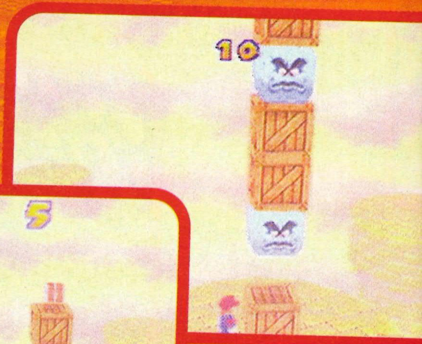
Memory Match




A bit like that old card game 'Pairs', this game doesn't make you try to remember too many symbols at once. It mostly relies on luck, the only way you can increase the pairs you get is to think quickly. If you're not sure where the other half is, don't think about it too long, jump on another square to find it.

Knock Block Tower

THE only thing to avoid in this game is punching the grey blocks. If you do this then you will instantly fail, so do a couple of practice jumps and punches away from the blocks first, then actually go for the blocks themselves. You don't need to jump up for the treasure, punch it once and it will come down to you.




s.2 Player Games

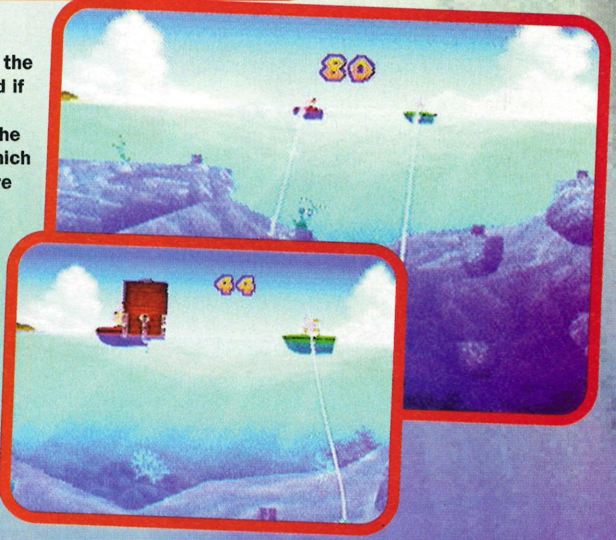
car Havoc

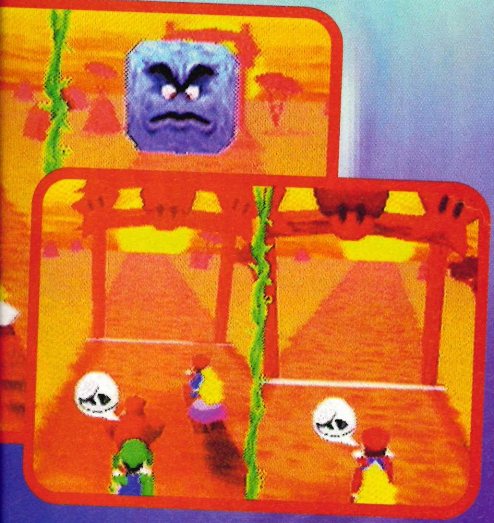
ink about for
have to
and lean left
orners.
out this
ed, you'll find
t you fly off
st corner.
rners is
d go at a
ssively fast
o make it



Deep Sea Divers

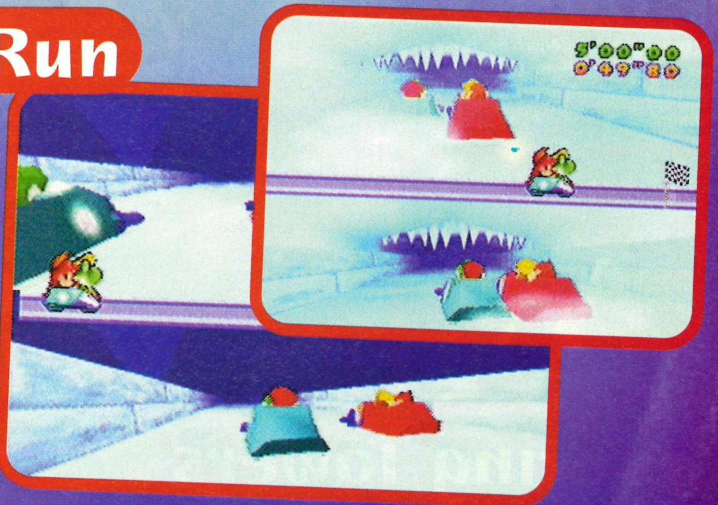
DIVERS should go for the easy pickings first. Take the treasure closest to them and if one of the chests is bigger, grab it quickly. Then go for the deeper treasure and stuff which is further away. When you are in the boat, obviously reel in as soon as you see your partner has something, but also constantly look at which bit of treasure to go for next. Position the boat whilst reeling in to make it easier for the diver to reach.





Bobsled Run

A good start is essential so be ready to press the 'A' button as soon as you begin. Once you are away, go as fast as you can. The course doesn't have any really sharp corners. Watch where the other team are on their screen and if they try to overtake, block them off. Look out when you come out of the tunnels, when the walls are missing on one side, stay roughly central.



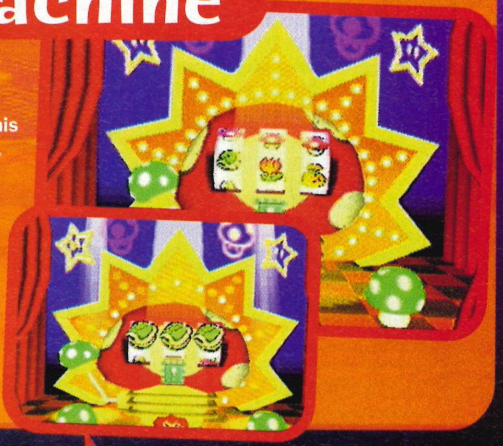
Limbo Dance

THIS game looks very simple, but can be a real pain. You need to jump very steadily so you jump just before and just after the poles rather than when you are under them. Watch out if you start to look unsteady, you need to stop straight away or else you will fall over with a bump!



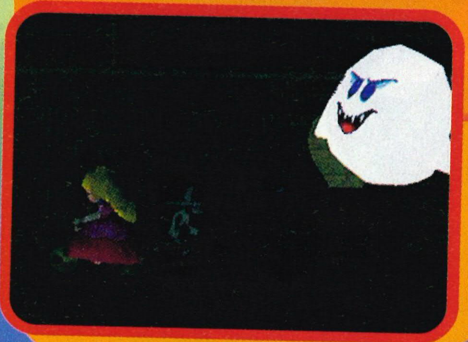
Slot Machine

YOU have to hit the blocks to get three identical symbols, so this one needs a bit of luck. If you think you've got fast reactions, try watching the blocks in turn and the order that the pictures appear and hitting them when you predict the right one will come up.



Pedal Power

THIS takes pure speed. Practice your ideal way of rotating the control stick and begin just before the start of the game, so you're at maximum speed when it counts. Also make sure you're taking the control stick all the way round or else you're wasting a lot of your energy.



Whack-A-Plant

WHEN you jump on the plants, don't just jump up and down on the same square, then move to another. Instead, bounce off from one plant head to another to save time. This works best towards the end of the game when loads of them come up at once. It is possible to do a whole row before they disappear.



Shell Game



DO not get panicky about this game, even though it looks like it's going to be impossible to keep track of the right shell. Get your eyes totally focused on that one shell and if you do think you've lost it at one point donit give up, go for a guess and carry on watching it. You might find it easier to put your finger on the screen and trace the shell moving around.

Ghost Guess

ANOTHER guessing game where you have to discover which ghost is the leader that all the others are copying. You need to use the shadows for this, it's easier to spot the right one doing this just because the shadows are bigger and movement shows up better.



Ground Pound

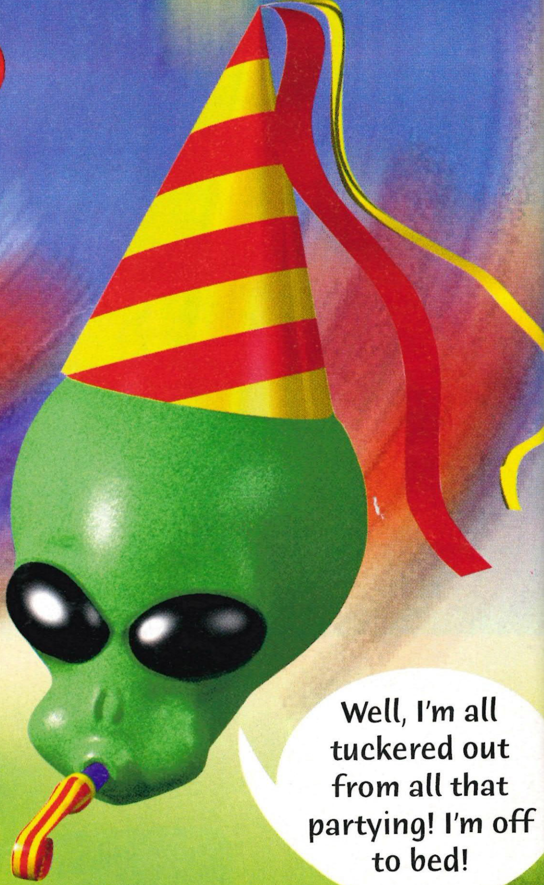
YOU are given a decent amount of time to look at the stakes before the butterflies settle on them, so do your best to spot where the sharp ones are. If this is too much to take in, just look at one half of the board, when the time starts, do the one side you know and guess the rest, you'll still do pretty well.



Teetering Towers

WATCH what happens in the opening sequence, so you know what's going to happen. The towers tip really quickly and just jumping isn't good enough, it's definitely time for huge running leaps. Look where the treasure is and get to the right side of the towers to get it. You get a brief time before the tower tips, so use it to position yourself properly.





Printed in Great Britain by Polestar Carlisle Web

Published by IDG Media

Blagger's Guide is a trademark of IDG Media, a division of IDG Communications Ltd

Produced for IDG Media by IDG Production:
Nicky Harding, Michelle Hunt
Tip-X Illustration by Kevin Hopgood

IDG MEDIA Global Vision Total Knowledge

IDG Media, publishers of PC Home, PC Advisor, Windows Expert, PlayStation Pro, PC Basics, PC Games Solutions, PlayStation Zone, N64Pro, Planet PlayStation, Mac World and Didgit.

IDG worldwide informs more people about information technology than any other company and is the leading global provider of IT services, publishing over 285 computer publications in 75 countries, 500 book titles and exhibitions including E^3, Plus research from International Data Corporation.





WILD IMPORTS

TEL:01908 613337 TEL: 0468 403341 FAX: 01908 216246 EMAIL: IMPORTS1@AOL.COM

U.S.A. DVD MOVIES			U.S. DVD PLAYERS	
BUGS LIFE	U.S. MARSHALLS	LETHAL WEAPON 4	SONY M35	£CALL
MERCURY RISING	LOST IN SPACE	OUT OF SIGHT	PIONEER 606 (ALL REGION)	£449.99
RONIN	TRUMAN SHOW	SMALL SOLDIERS	PIONEER 414 (ALL REGION)	£399.99
THE NEGOTIATOR	FACE OFF	GODZILLA	ALL REGION DECODING	£BEST PRICE
ZORRO	BLADE	VAMPIRES	PSX VIDEO CD ADAPTERS	£49.99
REPLACEMENT KILLERS	SNAKE EYES	WATER BOY	LATEST VCDS	£CALL
MIGHTY JOE YOUNG	THE BIG HIT	GATTACA		

N64 4 MEG UPGRADE	£24.99	TEKKEN 3 KEYCHAINS	£2.99	JORDAN F1 STEERING WHEEL	£CALL	REPLACEMENT N64 PSU	£19.99
DVD/CD CLEANER	£9.99	PSX LASER	£29.99	METEL GEAR SOLID MODELS	£CALL	N64 PASSPORT ADAPTER	£19.99

ALL THE LATEST U.K., U.S. & JAP PLAYSTATION & NINTENDO 64 GAMES AVAILABLE AT UNBEATABLE PRICES

Quake 2 (US)	£CALL	Mario Party (US)	£49.99	Parisite Eve (US)	£44.99
Rat Attack (US)	£CALL	Tonic Trouble (US)	£CALL	Silent Hill (US)	£49.99
Vigilante 8(US)	£CALL	FIFA 99 (US)	£49.99	Sython Filter (US)	£44.99
Knife Edge (US)	£29.99	NHL Breakaway 98 (US)	£29.99	Lunar Silver Satar 4 (US)	£44.99
Buck Bumble (US)	£29.99	WCW Nitro (US)	£CALL	WCW Thunder (US)	£CALL
Fighters Destiny (US)	£29.99	Superman 64 (US)	£CALL	Ridge Racer 4 (JAP)	£CALL
US N64 & 2 Pads	£129.99	Castlevania 64 (US)	£49.99	R.E. 2 (Duel Shock)	£39.99
V3 Universal Adapter	£12.99	Bung Products	£CALL	Guardian Crusade (US)	£44.99

Next day delivery available on all products. SEGA DREAMCAST IN STOCK NOW

"NEW SHOP NOW OPEN"

Wild Imports, 120 High Street, Newport Pagnell, Bucks. MK16 8EH

We will try to beat any advertised price!!! OPEN MONDAY-SATURDAY 10am-6pm



ACTION FIGURES

FAST DELIVERY SERVICE. FREE POSTAGE IN THE UK. ALL ITEMS FULLY GUARANTEED

Call for our full colour brochure



Turok Action Figures £10.99

Available: Joshua Fireseed, Adon & Primagen

Zelda Action Figures -

Pack of 3 (Zelda, Link & Gannon) **£14.99**

Single Large Figures - Link or Gannon **£9.99** Each

Please call for details of Action Figures for DUKE NUKEM, QUAKE 2 AND METAL GEAR SOLID

SOUTHPARK VOCALISERS – Cartman and Kyle say all the things you wish you could. **WARNING:** Adult Language **£9.99 Each**



Turok Dinosaur Hunter Display Diorama

£14.99

NINTENDO 64

	UK New	UK 2nd Hand	US New	US 2nd Hand
1080 Snowboarding	£33.99	£29.00	–	£29.00
Banjo Kaz'	£39.99	£31.00	–	£29.00
Castlevania 64	£CALL	£CALL	£48.99	£39.00
Diddy Kong Racing	£32.99	£26.00	–	£19.00
Duke Nukem – Time to Kill	£33.99	£29.00	£48.99	£39.00
F1 World Grand Prix	£33.99	£28.00	–	£30.00
F-Zero	£33.99	£27.00	–	£36.00
FIFA 99	£33.99	£30.00	£52.99	£39.00
Gex	£34.99	£29.00	£17.99	£15.00
Goldeneye	£35.99	£29.00	–	£19.00
Mario 64	£34.99	£28.00	–	£19.00
Mario Party	£34.99	£30.00	–	£39.00
Micro Machine Turbo	£33.99	£30.00	£52.99	£39.00
Rogue Squadron	£34.99	£29.00	–	£39.00
Southpark	£41.99	£35.00	£52.99	£39.00
Southpark & Players Guide	£44.99	£38.00	£54.99	£41.00
Turok 2 & Free Players Guide	£34.99	£28.00	£54.99	£39.00
V Rally	£33.99	£30.00	£49.99	£39.00
Wayne Gretzky 98	£16.99	£13.99	£10.99	£8.00
Zelda	£39.99	£33.00	–	£42.00

N64 MACHINES & ACCESSORIES

Nintendo & Zelda or Southpark	£104.99
Nintendo & Turok 2 or F1 World	£99.99
N64 Passport Converter	£24.99
Official Controller	£17.99
Gold Coloured Mirage Controller	£16.99
Mantaray Pads	£14.99
Official Rumble Pak	£14.99
Rumble Pak	£7.99
Rumble Pak with 1Mb Memory (No Batteries Required)	£15.99
Mad Katz Wheel	£35.99
Top Drive 2	£39.99
Top Drive Plus	£54.99
Official Memory Card	£14.99
1Mb Memory Card	£8.99
8Mb Memory Card	£18.99
Southpark Players Guide	£10.99
Turok 2 Players Guide	£10.99
Zelda Players Guide	£10.99
Gameboy Booster	£34.99
Action Replay Pro	£29.99
Explorer Cheat Card	£25.99

OTHER CONSOLES

Dreamcast Machine & Game	£289.99	Men in Black (GB Col)	£21.99	Warioland 2 (GB Col)	£21.99
Dreamcast Games	£Lowest	Mortal Kombat 4 (GB Col)	£21.99	Zelda (GB Col)	£22.99
DVD Games	£Lowest	NFL Blitz (GB Col)	£21.99	Colin McRae Rally (PSX)	£33.99
Color Gameboy	£62.99	Pocket Tales Conker (GB Col)	£22.99	Metal Gear Solid (PSX)	£29.99
Gameboy Camera	£29.99	Quest for Camelot (GB Col)	£19.99	Premier Manager 99 (PSX)	£31.99
Bugs Bunny 3 (GB Col)	£CALL	Southpark (GB Col)	£22.99	Toca Touring 2	£34.99
Bugs & Lola (GB Col)	£18.99	Turok 2 (GB Col)	£22.99	World Cup 98 (PSX)	£15.99

Tel: 01993 844 885

Cheques payable to Excitement Direct, 1 st Floor, Streatfield House, Alvescot Road, Carterton, Oxford OX18 3XZ

Prices are subject to change. Please therefore phone to confirm current price. E&OE.

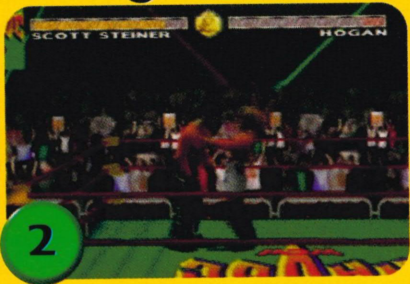
Ultimate Entertainment Corporation Ltd T/A Excitement Direct

WCW Nitro

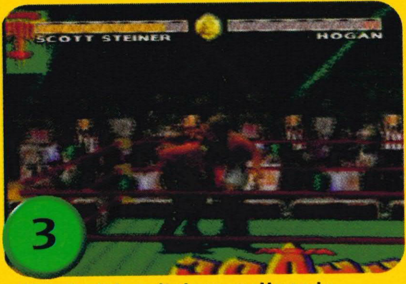
Frankly spanking!



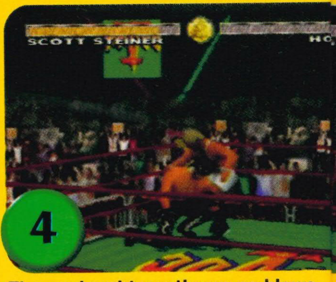
1 Hollywood Hogan is about to get another beating, the poor sod!



2 Scott Steiner raises his arm to begin the awesomely hard Frankensteiner



3 Then he brings it down on Hogan's back in a stunningly swift smash



4 The onslaught continues as blows rain on the big guy's back

when your own character is eclipsed by the guy's bear-sized back. Does the camera swoop around to help you out? Well, that'd be too much trouble wouldn't it!? More often than not you'll be swan necking around the TV, desperately trying to figure out which way you should be facing, and where any primed punches will land. When there are more than two opponents in the ring, the camera will zoom out to display the full majesty of the maul.

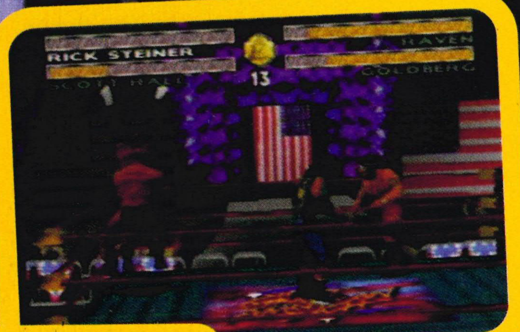
Swan Break

WCW Nitro makes your attempts to kick the living crap out of these built up ballet dancers an on-going nightmare, especially if you happen to be at the far side of the ring. The most arse-worthy aspect though is undoubtedly the sluggish nature of the gameplay. You can chop, punch, kick, and use your action button to reduce a foe's fighting spirit. But the delay in the action after a button press leaves you vulnerable to blocks and energy sapping special moves time and time again.

Combinations of the striking moves, and the directional buttons will set you up for suplexes, backbreakers, gravestones and the like, but due to the signature moves, the same combination of button presses will produce different results with each wrestler, and it soon descends into a bit of a lottery. The ease with which the N64 controlled greased-up monkeys execute their wrath just served to wind me up even further. It's fair enough if they grab your back, spin you around and stamp on your bleeding head. But when the guy dishing out the pounding takes a whole two seconds to jump in the air and wrap his legs around your face, and you can't do anything about it – no matter how many fists are thrown, it's more repellent than Vanessa Phelps' chest hair. Take my advice and leave this empty explosion well alone, it sure won't bang, and you'll just get those fingers burnt ●

Tip-Xtra

Be careful when going to the top turn buckle for spectacular flying elbow and knee drops. Unless your opponent is well and truly sparked out he'll most certainly move out of the way and the only thing you'll hit is your own head against the ring apron

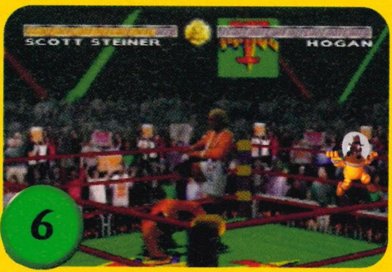


Uh-oh! Someone's about to find out how a turtle feels with its head stuffed inside its chest

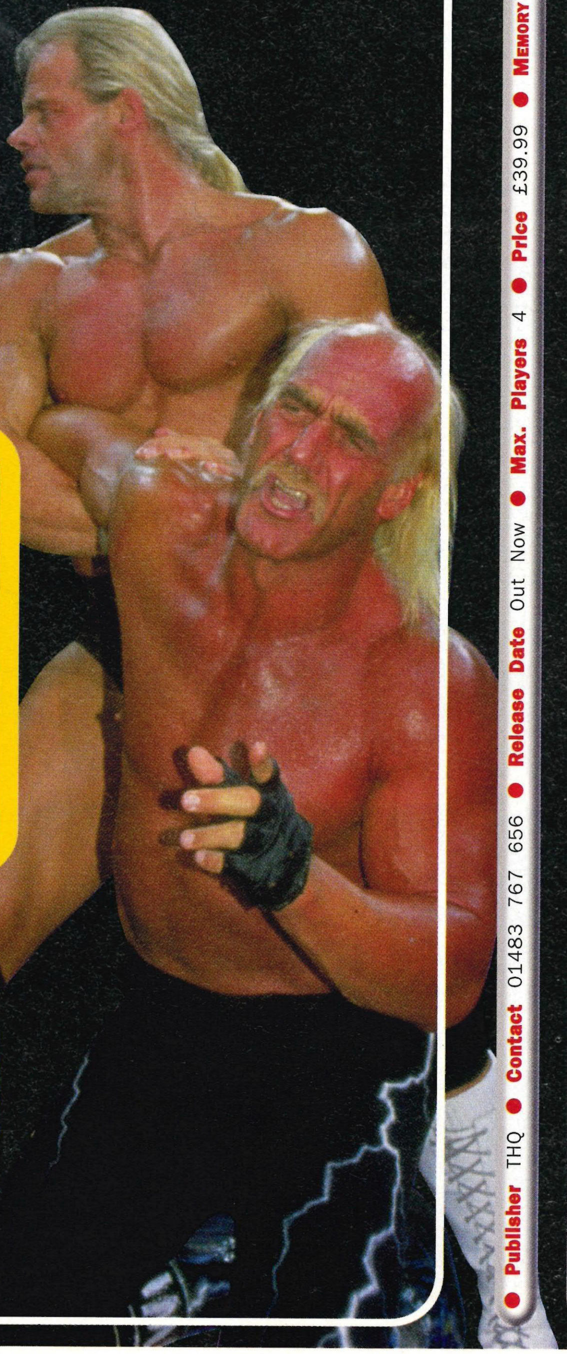




He falls to the apron in an unhealthy heap. Hit Hollywood – see the stars!



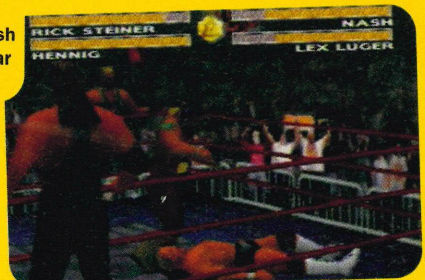
The final shot is a clean hit from Steiner's right boot. Oooh, I felt that!







Lex Luger gets an eyeful of Kevin Nash squeezing dick near the helmet!



It's Got...

62%

Software House League -2 pts

● **Publisher** THQ ● **Contact** 01483 767 656 ● **Release Date** Out Now ● **Max. Players** 4 ● **Price** £39.99 ● **Memory Pak Space** Saves to cart

Why...

WCW undoubtedly has the nucleus of a winning title, but the surrounding parts of this built up body have been cobbled together with the same care German women show when shaving their arm pits. It offers none of the explosive impact the name suggests as the gameplay is slower than Alan Shearer in an England shirt. Keep your pennies in your pocket and keep suplexing kid brothers onto mum and dad's bed instead. JAMES

Breakdown...

GRAPHICS The men look okay, but everything else is blander than school mashed potato **6/10**

SOUND Cheesy shout outs accompanying special signature moves don't delight my danglies **4/10**

GAMEPLAY A respectful variety, but it's all really hit and hope due to terrible response times **6/10**

LASTABILITY Useful as a coaster for hot mugs, but it won't last long in many machines **5/10**

Why not try...

Acclaim got the formula very nearly spot on in WWF Warzone. It looks better and plays far superior, plus you can make your own wrestle jesters yourself.



Other Views...

STEVE Probably the worst wrestling game we've seen. There are many better choices you could make than this!

MARK Badly animated wrestlers wobble around the ring sluggishly slapping each other. A truly awful game!

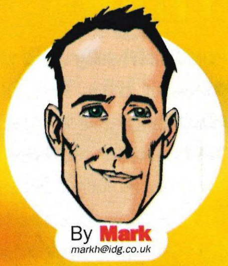
NOELY James and I wrestled to decide who'd review this. I won by two falls and a submission. He reviewed it. Nuff said!

READER REVIEW Oh great! Vigilante 8 is on the telly opposite and I'm stuck playing this rubbish – Brian Smedley, Kent

British Release

Herbie goes ballistic in this brilliant racing game

Beetle Adventure Racing



By **Mark**
markh@idg.co.uk

Think of a VW Beetle! Now banish all thoughts of Hippies and Herbie and think of the fastest racing game on the N64



Box bashing is the aim of the game. Trash as much stuff as possible to win



The graphics are truly stunning with all the tracks full of detail

BEETLE ADVENTURE Racing (BAR) has literally dropped out of nowhere! Usually a game this good is talked about for months (even years) before it comes out. Not so with BAR, which has had a quieter release than a fart in the middle of a church prayer. But it's about to cause just as much fuss!

A bug's life

The graphics are outstanding, every racetrack is absolutely crammed with detail from the superbly realised villages in the lush jungle to the fully animated dragon that blasts you with fire in the haunted woods.

The tracks in BAR have incredible attention to detail and you'll often struggle to regain control as you're distracted by the brilliant objects hurtling past you. One track even has a Jurassic Park section complete with a fully animated T-Rex that tries to snap your Beetle in half.

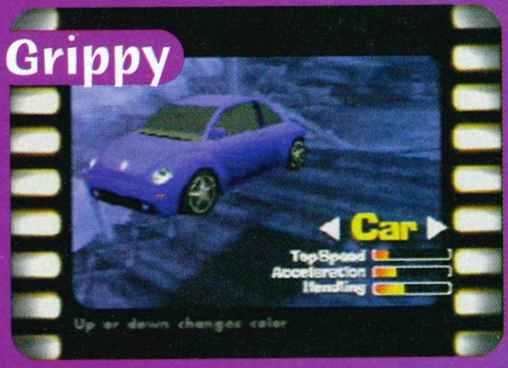
Bug Race

Slowly



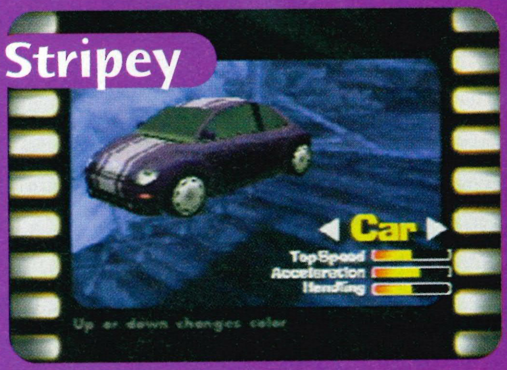
1 The most middle of the road racer you'll ever see. A good all rounder, but things get better

Grippy



2 Sticks to the road like glue, but its superb handling is at the expense of speed. It's a snail!

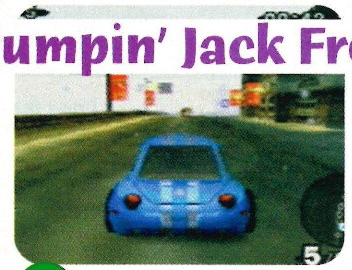
Stripey

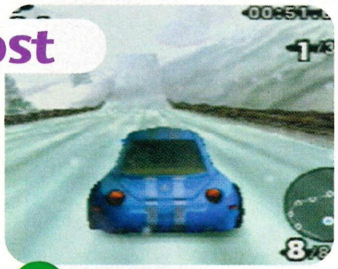


3 With go-faster stripes and wide wheels this car is much more of a boy racer than the others

dventure

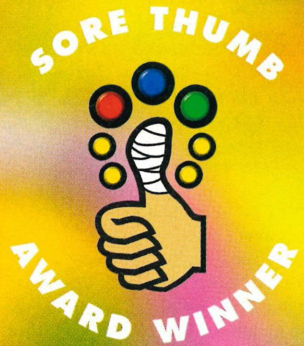
Jumpin' Jack Frost


1 Smash off the side of the track into the ski village...


2 ...and you'll end up going down the ski jump!


3 It's a massive leap to the other side...


4 ...where you'll fly down a bobsleigh run.



One of the first things you realise is that the tracks are big (we're talking bloated cow-size here). Even moving at a full-pelt when you've learnt all the tricks and short-cuts you'll be lucky to get around a single lap in under three minutes. A three lap race on the biggest track takes the best part of 15 minutes.

You won't be getting bored in a hurry though! The tracks are brilliantly laid out with more short-cuts and multiple-routes than a mind-boggling maze. One minute you'll be happily racing along when you spot a hole in the wall or a conveniently placed jump. Hammer to the side of the track and you'll find yourself flying through completely new areas. There are so many short-cuts it's like you're racing around a fully realised world instead of a track.

Baby, drive my car

I must have been through the city 50 times before James had a go and found a completely new route that involved smashing through a glass doorway into a subway station and racing a train down the line. You'll still be finding new routes and quicker ways of getting around the courses after weeks of gaming.

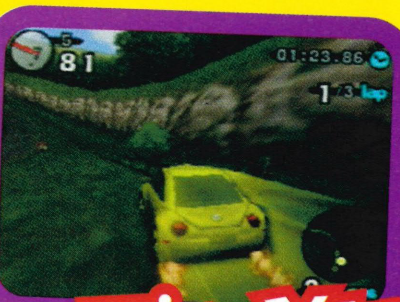
Not only does it look better than Britney Spears in the buff, but it moves smoother than a snake on a slippery slide. There's no slowdown or choppy graphics anywhere in this game.

> "It looks better than Britney Spears in the buff"

Beetlebum

Even when all the other cars are on the screen and things are moving in the background it still keeps with the pace (which gets pretty fast as you get better Beetles). You just can't go wrong with graphics this good.

One slight niggle is that BAR has great big whacking borders (big black stripes) on the edges of the screen. With so many graphics moving at once you can see why this was

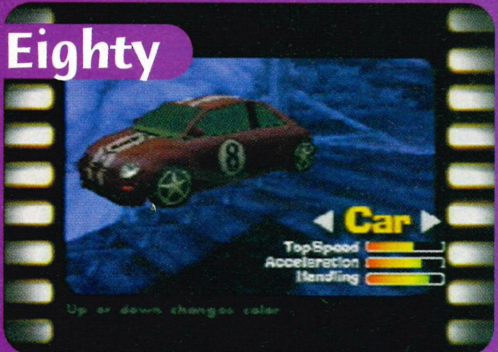


Tip-Xtra



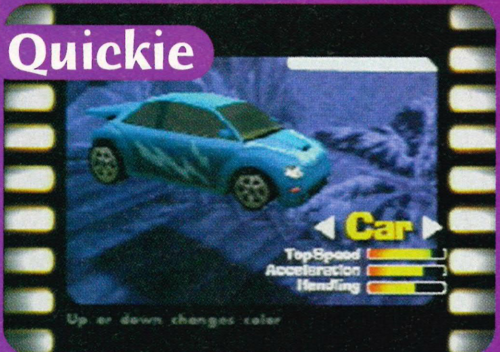
Throughout the tracks are boxes with N on the side. Smash them for a nitro, but don't get too greedy. They don't return for the next lap so pace yourself. Try to save at least a couple of nitros for the last lap and you'll win!

Eighty



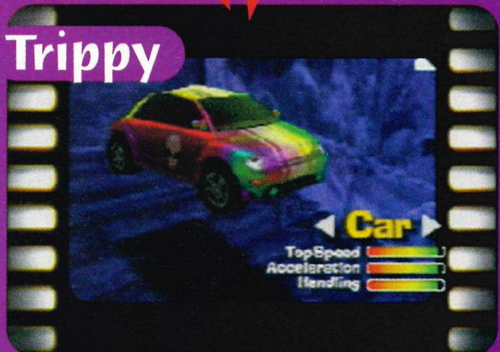
4 It may have an 8 on the side, but you won't end up in eighth place if you pick this stunner

Quickie



5 It looks cool as ice and moves faster than a thunderbolt. Keep it on the track and you'll win

Trippy



6 Our very own Tip-X is hiding in a secret car. It's faster than any other and even changes colour!

Beetle Adventure Racing

Stormin' Shortcuts

Every track in Beetle Adventure Racing is stuffed to the brim with secret routes. It was hard to choose, but these are my four favourites



Rail Racing – In Metro Madness you'll find yourself racing a train down the track



Smashing Pumpkins – Head up a jump in the wicked woods and you'll see this weird area





Left: Check out the dinosaur! This animated beast tries to snap your car up



necessary and personally it doesn't bother me! But a portable TV could end up looking like a Game Boy Color and if you found yourself getting annoyed at Waverace or F1 WGP for having a small screen, you'll need to be prepared for an even tinnier one in Beetle Adventure Racing.

Dung Beetle

The other thing that slightly (and only ever so slightly) ruins BAR is the license. The all new VW Beetle is all well and good (pretty cool car in fact), but it would be nice to race something else from time to time. It's a constraint of the VW license and despite there being plenty of different Beetles in a several different designs, it's still only the one car!

Having got those moans out of the way I'll tell you what else is great about BAR. The handling of the cars is fantastic with none of this unrealistic Cruis'n-USA rubbish! There's a gorgeous balance between realistic handling and fantastic gameplay, where it doesn't let simulation get in the way of a good game, but still makes you feel behind the wheel of a real car.

Mini beater

The Beetles also have four-point independent suspension (Okay... I know this sounds bland, but stay with me). Each tyre reacts to the road independently so the car feels like it's reacting to every notch and bump that the course throws at you. It's a small detail but the effect is fantastic and much more satisfying than any other arcade racer on the N64.

> “It plays like an absolute dream”

Second-hand deal

Lastability is a major factor in any game and BAR makes sure you keep coming back for more. As well as several difficulty levels (opening up new cars and tracks) you get cheats and bonuses scattered throughout the racetracks. Numbered boxes are littered around the courses that give you points if you smash them.

There's 100 points on each track and if you collect them all you'll get special bonuses. It's harder than you think and you'll need to learn the huge tracks inside out to smash every box.

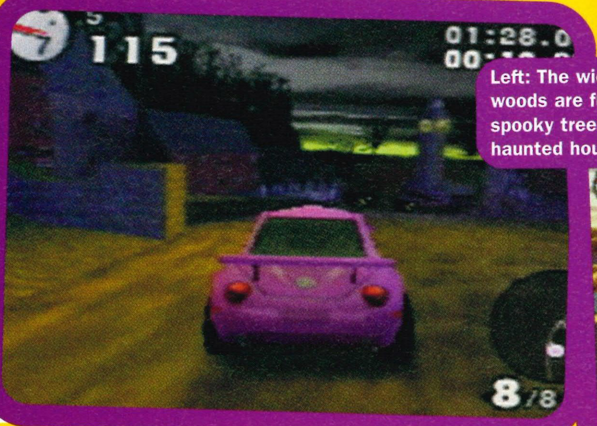
There's a well thought out multi player mode included too, so you and your mates can have a crack at the game together. Two players can have a straightforward race, which manages to keep the graphics good and the pace high, whilst four players can choose battle mode, where you have to collect all the different coloured VW Beetle symbols and make it to the exit. Get shot (you can pick up weapons) and you'll drop one of the symbols. So everybody starts to gang up on the player who's winning making it a top laugh.

Even with the couple of niggles over screen size and the lack of different cars, you can't fault a game this good. The graphics are a treat to behold, it's faster than a fox in a Ferrari and it plays like an absolute dream. Now I just hope that the total lack of hype doesn't stop this from going where it belongs: straight in at number one

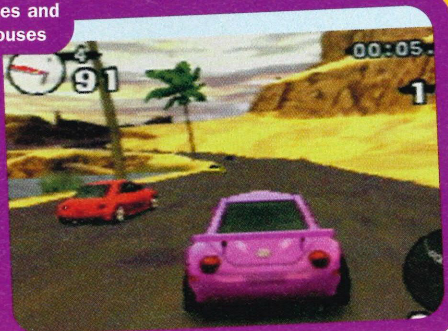
Tip-Xtra



Here's a secret! On the first track are two haystacks. Drive through the one on the left and you'll hit a 'cheat box'. This opens up the cheat menu and gives you a 'No Radar' cheat!



Left: The wicked woods are full of spooky trees and haunted houses





Enter the Dragon – Normally you just see his butt. Race around and he'll blast you with fire

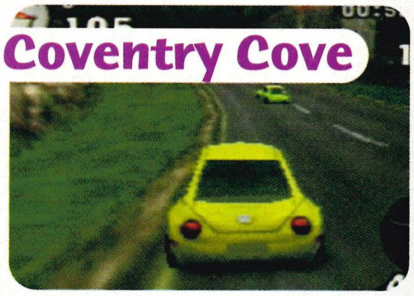


Ship ahoy – One false turn and you'll have to contend with a cannon attack

A Bug's life...

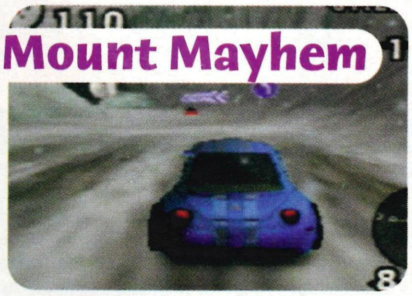
These bugs don't hide in the ground. They ton it around six huge tracks full of shortcuts

Coventry Cove



Start by the sea before heading for the hills. You can even race down a mine

Mount Mayhem



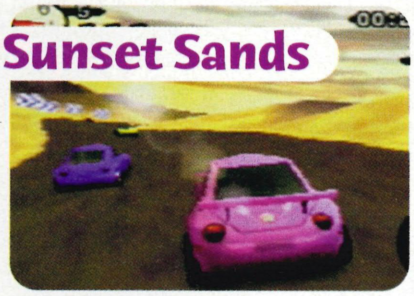
Things get slippy as you go mountain climbing. Get to grips with the game

Inferno Isle



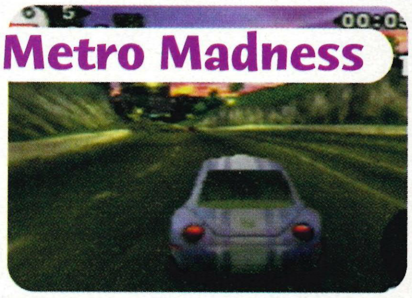
Run through the jungle and drive-past the dinosaur to get first place

Sunset Sands



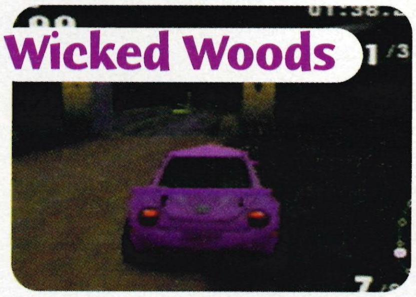
Drive through the desert, but keep an eye out for the Egyptian tomb

Metro Madness



Take a trip through casinos, hotels, car parks and the occasional road!

Wicked Woods



Go down to the woods in this game and you'll get a big fire-breathing surprise!

Publisher Electronic Arts • **Contact** 01753 549442 • **Release Date** April 02 • **Max. Players** 4 • **Price** £39.99 • **Memory Pak Space** 4 pages

It's Got...

93%

Why...



BEETLE Adventure Racing is an absolute treat of a game. The graphics are sweeter than Lisa Steps, the tracks are bigger than a beached whale and it's more fun than finding a fairground ride full of five pound notes. Six massive tracks are stuffed with detail and there's enough replayability to keep you occupied for months. This is truly great. MARK

Breakdown...

GRAPHICS: Top notch visuals throughout the game. Shame about the borders though **9/10**

SOUND: The music can be a bit repetitive, but the sound effects are good **8/10**

GAMEPLAY: Storming fun as you bomb around the madcap levels **9/10**

LASTABILITY: The huge tracks and tons of shortcuts will keep you going for ages **9/10**

Why not try...

Rush 2's a similar sort of racer with plenty of jumps and shortcuts, but it's nowhere near as much fun as Beetle Adventure Racing



Other Views...

LEWIS I could quite happily settle down to A Bug's Life with this one. Only a can of Raid could stop you having fun here

STEVE Best N64 race game so far? You bet it is! Floor that accelerator and prepare for the ride of your life!

NOELY Huge tracks, and fantastic handling make this a fun racer that even Herbie would go bananas over

READER REVIEW I love this racing game. I just can't wait for it to come out so I can get it – Chris Wheeler, Scunthorpe



Glover - Tip-X's

A guide in the hand is worth two in the glove! And in your hand right now you've got at least two gloves worth! So that's four guides then? I think I've gone mad...

Pirates

Level 2

THIS level is set amongst the pirates' treehouses. Follow the ledge round, and roll onto wooden lift when it's lined up with the ledge. At the top roll off the lift, and (avoiding the enemies) make your way to the bottom right hand corner of the platform, where you will find another lift. If the lobster is on the ledge after the lift, leave the ball on the lift, and fist-slam the lobster twice to kill him before you continue.

After the lift, carefully manoeuvre the ball around the sloping walkways, taking special care as you go round the tree trunk as there are some very narrow awkward parts there. At the junction, either take the easy right path, or if you are attempting to collect all the garibs, head to the left. The plank underneath the group of garibs will fall away, so they must all be collected in one swift movement over the plank. Hit the checkpoint.

The next section involves negotiating a series of pirates' cutlasses. The easiest way to do this is rotate the camera so that you are always looking directly at the tree trunk as you go up the walkway. By doing this, you can see clearly when the cutlass blades are at their high point, and can then roll the ball quickly underneath.

Dodge Chester, and head round to the right, quickly rolling the ball across the walkways before the planks fall away beneath you. Carefully follow the sloping platforms round, and taking care with the slope, bounce the ball to hit the checkpoint. Continue round, letting the ball and Glover drop gently down the stairs. Then release the ball and fist-slam the Dibber on the conveyor. Take the ball down the conveyor, taking care at the end to pull back on the analogue stick to stop moving!

For the tricky three moving platforms, carefully roll the ball onto the next platform just as it goes below the platform that you are on. Change the ball into the ball bearing, and activate the ball-switch at the bottom of the water pool to activate a moving ramp below the pool. Exit the pool



PIRATES LEVEL 2

GLOVER KEY

- Start of level
- End of level
- Star Switch
- Rubber Switch
- Transform to Rubber Ball
- Transform to Ball Bearing
- Transform to Bowling Ball



Handy Guide Part 2

using the ramp, and turn the ball back into the rubber ball. Dodge Chester, and head down to the right, carefully letting the ball and Glover roll down the slope while nudging the analogue stick in the opposite direction to let Glover gently roll onto the moving platform at the bottom.

Once on the moving platform, stay in the centre to avoid the two Dibbers, and do not bounce unless you really need to go for the garibs! If you bounce too much and without moving Glover in the same direction that the platform is moving, you will soon find that you are attempting to bounce on thin air!

Head down to the right on the moving platform, where it stops next to a small walkway leading to a square platform. Bounce over the gap between the walkway and the square platform, and activate the ball-switch to open the exit door. Head back onto the moving platform, this time getting off on the left side, and rolling the ball carefully into the exit teleport in the tree-trunk.

Secrets

- BEHIND the hut on the platform after the first lift is a hidden extra life.
- Another extra life is hidden behind the hut after the cutlass blades, on the platform where Chester is. Another hidden extra life can be found behind the hut next to the water pool.
- To short-cut the conveyor belt and the tricky three platforms you can drop from the checkpoint above, straight into the pool of water below!

Level 3

THE final pirates level is set in the pirates' town, perched on the edge of high cliffs. Head to the right, and throw the ball over the spinning barrel, jumping over afterwards. To clear the second barrel bounce the ball, and then throw it while in mid air. Then jump over as before. Bounce, and then slap the ball in mid air onto the roof of the next house, from the stone platform. Go up the slope and throw the ball over onto the next house to hit the checkpoint.

Turn the corner and drop down onto the ledge by the house. Lob the ball up onto the wall next to it. To jump onto the wall, double jump up to the wall, and Glover will cling onto the edge, then press the analogue stick in the direction Glover is facing to climb up on top of the wall. Bounce and roll the ball up the slope, and rotate the camera so that you are looking at the cliff face beneath the slope. You will see a cave entrance below. Carefully drop down onto the narrow ledge, and enter the cave entrance to teleport you up to the house above.

Roll down the slope, and bounce over the plank-bridge. Leave the ball at the signpost and run past the cannonballs. Hit the fist-switch to flip the platform that they are on. Then return to collect the ball. Head back in the direction of the fist switch, rolling the ball up the slope to the



checkpoint. Ignore the houses directly in front, and follow the cliff edge around to the right.

You will find another lift that will take you down the cliff face. Go down the lift, and carefully follow the path round to the sandy ledge at the bottom. Dodge Chester, and throw the ball onto the small stone block on the left. Then fist slam the ball, and jump onto the netting above.

Grab the Hercules spell by jumping higher, and then drop down to the sand below. Use your strength to push the crates to the right. Behind the crates is a ball-target. Activate this to rise some steps between the houses further up the cliff. Bounce back up onto the lift, and head left to the first set of houses with a ramp next to them. Roll the ball up the ramp, throwing it onto the roof, and bouncing it over the houses and over

CHEATZONE Glover - Level



the stairs. Roll quickly over the planks before they fall away, and hit the checkpoint.

Bounce the ball onto the rotating barrel when the top is flat, and carefully control the ball over to the sand on the other side. Leave the ball and double-jump against the large wooden plank on the right to knock it over. Get the ball, and take it over the plank to the ball-switch. Head back across the plank and you will see a stone lift rising and falling by the rotating barrel. Roll onto this, to get to the cliff above.

At the top, head to the right, rolling and bouncing the ball over the roofs of the houses. Fist-slam the three Dibbers on the stairs before you bounce the ball up them. Carefully drop down onto the sandy ledge on the corner, and continue round the path. Cross the planks, and enter the exit teleport.

Secrets

- A couple of houses past the spinning barrels there is a lift that takes you down to a hidden cave entrance. In the cave you will find Chester guarding a Sticky-Fingers power up. Use this to walk on the ceiling to collect some garibs and an extra life.
- Just above the lift is a platform that holds an extra life. Fist slam the ball and jump in mid air onto the platform.
- On the corner, the house has a cracked wall. Turn the ball into the bowling ball, and slap it at the cracks, and it will smash the wall revealing an extra life.
- By the signpost near the cannonballs drop down onto the platform on the right. Slide down the slope and hit the fist-switch. Head towards the netting to pick up some garibs (hold down jump to jump higher on the netting). Then head to the left and enter the cave entrance to teleport you back up to the house above.
- At the bottom of the second lift, you will see an extra life behind some bars. Turn the ball into the bowling ball, and slap it at the bars to smash them open.
- Above the ledge where the Hercules spell can be found, it is possible to jump up onto the netting to collect extra garibs.
- Just before the end of the level, you will find a green rock arch. Fist slam the ball next to this, and jump on top to get an extra life!

Pirates Boss

THE pirates boss level is on a small desert island where Cross-Stitch has conjured up two baby monkeys, and where a large monkey guards a treasure chest. First, you must avoid the baby monkeys. They will attempt to play with the ball. If they do get it, fist slam them to make them drop the ball and fall to the ground.

Then, you must position yourself in front of the big monkey, and bounce and throw the ball at his chest. If successful, he will fall to the ground, where you can fist-slam his big belly. Occasionally, the big monkey will drop down from his branch and try to knock you over. You will have to avoid him, and the baby monkeys while this happens.

A good strategy is to stun the baby monkeys, knock the big monkey from the tree, and then fist-slam him. If you do this three times, the chest will open, revealing the exit platform.



CARNIVAL LEVEL 1

Carnival Level 1

THE first Carnival level is set in a wacky fairground, complete with various games to play. From the start, rotate the camera so that you are looking at the orange ramp next to you. Head to the left of the ramp, towards a red & white striped tower, where you will find the ball.

Head back round to where you started, and head towards the conveyor belt, where you will find a ball target. Hit this to reverse the direction of the conveyor, so you can get up it. If during this, Bugle sucks up the ball, head towards the spikes near the bottom of the conveyor belt, and bugle will burst when he touches them!

Make your way up to the top of the tent, and leave the ball on the area there. Stand in front of the poles blocking your way, and press [z] to cartwheel through them. Alternatively, you can fist-slam the ball and jump over them. Fist-slam the switch, and collect the ball, rolling it over the rollers after the switch.

Beware of Chuck, the performing chicken. If he gets the chance, he will try to balance on the ball. To get the ball back, fist-slam him. However get too close, and he will throw an egg at you.

Head to the left, hit the checkpoint and release the ball on the yellow platform. Double-jump up pushing against the standing platform to topple it over.

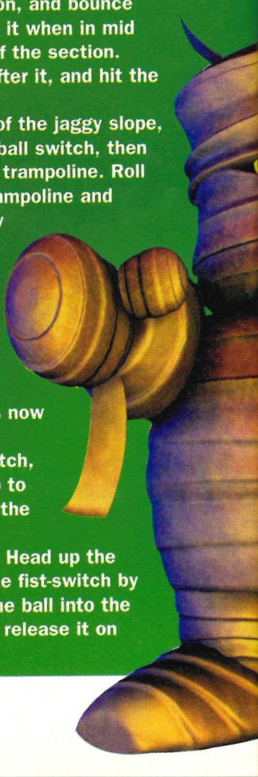
Collect the ball and use the platform to cross the spikes, following the walkway upwards until you reach a trampoline. Stand in front of the middle tent section, and bounce the ball, throwing it when in mid air onto the top of the section. Double-jump up after it, and hit the checkpoint.

Go to the end of the jaggy slope, and activate the ball switch, then head back to the trampoline. Roll down onto the trampoline and bounce and throw the ball onto the section on the right (the one with the closed door), then jump up onto the opposite section where the door is now open.

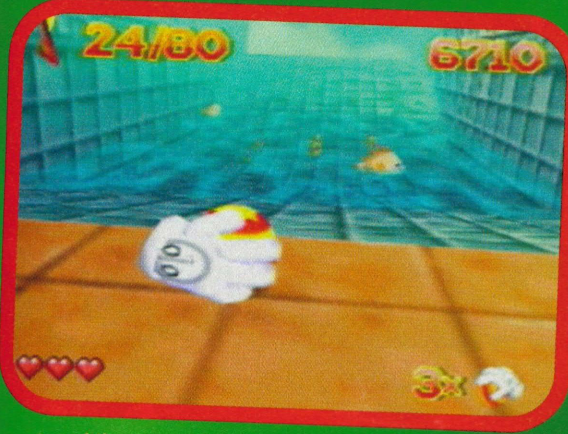
Hit the fist-switch, and then jump up to where you threw the ball, and roll it through the door. Head up the rollers, and hit the fist-switch by the tents. Turn the ball into the bowling ball, and release it on







Walkthrough



top of the ramp so it rolls down and collects the garibs. Slide down after it.

Collect the ball and turn it into the rubber ball. Stand to the left of the moving platform next to the red & white wall, and lob (tap [a]) the ball onto the platform when it stops moving. Jump up onto the platform when it stops again. At the top, lob the ball up to the top of the tent, and double-jump up after it.

Avoid chuck, and roll the ball onto the yellow lift just inside the now open doors. Follow the rollers and ramps up around the huge ice-cream cone, hitting the checkpoint on the way, until you reach a switch at the top. Release the ball on the switch, and stand at the end of the platform. A cable car will arrive. Walk into the cable car, and get off at the other end.

This is the Slam-a-Dibber game. Quickly fist-slam all of the Dibbers that appear from the holes. If you manage to kill all of them, a switch will appear in the corner. this switch will move a ramp half of the way up to the exit rocket, later on in the level. Head back over the cable car, collect the ball, and descend the ramps around the ice-cream cone.

Bounce carefully down the purple staircase, and you will find a pachinko game. Turn the ball into the ball bearing and release it under the magnet. Then fist-slam the switch marked with a square to activate it.

When the magnet reaches the top of the ramp, walk on the left & right buttons to move it. Then jump & fist-slam the square marked switch again, to release the ball. Hit the ball through every lane to get extra garibs, and hit the lane marked with arrows to get an extra life and activate a switch on the left of the game area. Fist-slam this switch to raise the exit ramp a little more.

Head left and you will find Dennis, a bouncing space hopper. Just in front of Dennis, you will find a long row of Garibs, and a 'Test of Strength' game. Head towards the right, passing the space rocket and you will find a fruit machine. Hit the ticks to hold the reels, and hit the GO button to set them rolling.

When you have won something, hit the switch on the left, to raise the exit platform and open the top of the rocket. Enter the rocket to exit the level.

Secrets

- ON the left of the small tent next to the poles at the beginning of the level you will see a yellow ramp leading off to the left.

After you've lowered the poles, head left onto the ramp and carefully walk to the top. You'll find an extra life in an alcove at the top of the tower. If you take the ball up the ramp, you can fist-slam it in front of the alcove, and jump onto the top of the tower to get another extra life!

- Speed cheat – when playing the level on time trial, ignore the section to the left of where you meet chuck, and head off to the right. Where the back wall ends, you can slap the ball onto the glass case of the pachinko machine, and double jump onto it!

- Release the ball, and jump onto Dennis to ride him. On Dennis you can jump much higher, so he can be used to collect extra garibs.
- Collect the following at the fruit machine:
- frog spell – you can turn Dennis into a frog, and then ride him!
- ???s – generate an enemy – Bovva!
- Garibs – a ring of garibs
- Crown – generates a Hercules power-up. Collect this and then play the 'Test of Strength' game to get an extra life, and collect the row of Garibs with the ball quickly to gain lots more points!
- High up on the 'Test of Strength' game are a number of Garibs.

Turn the ball into a ball bearing, and bounce it on top of the hammer before you slam the switch. The ball will then collect the Garibs!

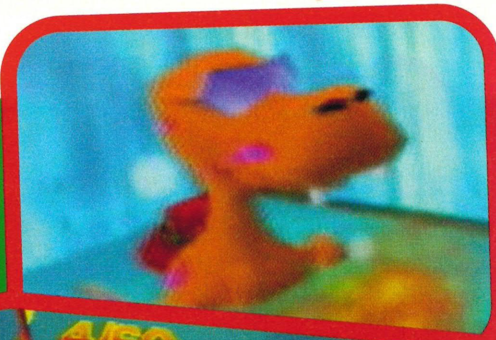
Level 2

HEAD round to the left, onto the chequered platform. This platform tilts from side to side, so watch out if you attempt to get the garibs. Release the ball on the other side, and fist-slam the switch to call the monorail carts. Throw the ball into the rear cart, and then jump into the front. When the carts stop moving, jump out, and retrieve the ball, throwing it onto the grass. Hit the checkpoint and head left onto the rotating flower.

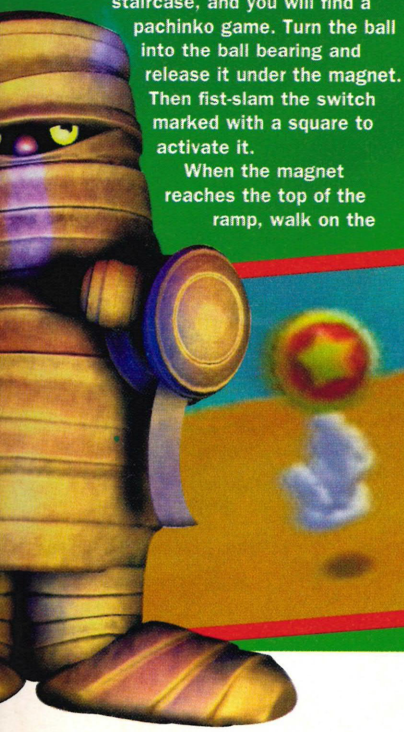
Cross the flower and wait at the edge of one of the petals. When lined up, slap the ball onto the rolling platform, and double jump on after it. Carefully roll the ball over to the platform on the other side, timing your exit from the rolling platform so you don't fall off! Hit the checkpoint and climb the ramp.

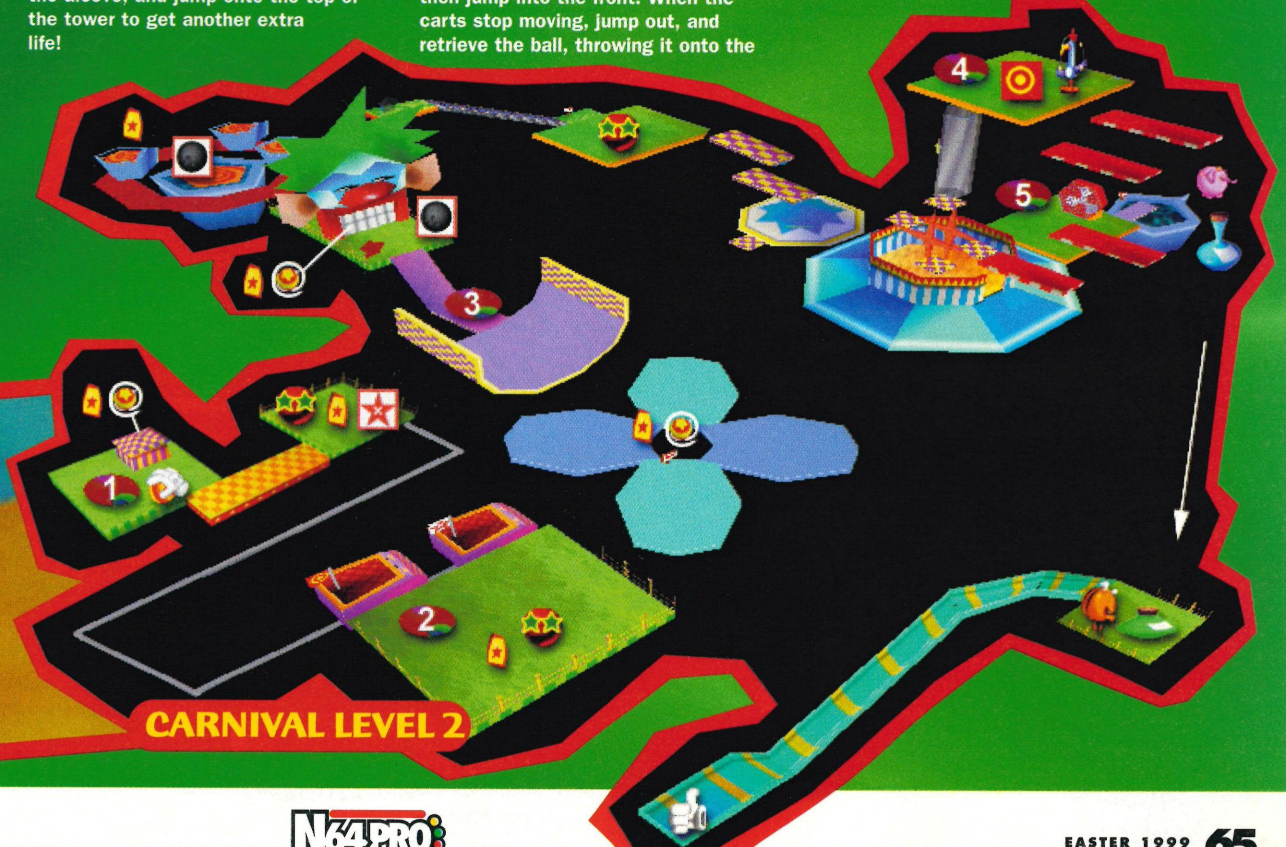
To get past the teeth, turn the ball into the bowling ball, and collect the boomerang ball power-up. Smash some teeth, and roll the ball through. Keeping the ball as a bowling ball, whack it from the chequered platform into the pool of water below. Jump down after it and you will be teleported as you hit the bottom.

Roll the ball to the left, avoiding the Dibbers, and cross onto the chequered platform. Three of these platforms will slowly tilt, allowing









Glover – Level





you to descend, collecting the garibs on the way. At the bottom, head left onto the blue rotating section, and follow it round until you reach an entrance. Bounce onto one of the platforms of the ferris-wheel, and at the top bounce so you get sucked up into the glass tube. At the end of the tube, push the stick left so you land on the grassy area.

Hit the checkpoint, dodge Chuck and activate the ball switch. This will turn off the fan that you may have seen below. Head onto the red platform and drop down in a similar way to the tilting platforms that you've seen before. Exit the central sandy area and work your way round the outside of the rotating section until you reach the fan. Go round to the right, and hit the checkpoint.

Head onto the platform in front of you. Warning ñ it tips down to the right hand side, so drop down into the water. Bugle will steal the ball off you, so collect the Rotor Blades power-up at the bottom of the water, and fly directly to the left. To use the Rotor Blades, hold down [A] to rise, and then push in the direction you want to go to glide.

Drop onto the grassy platform and avoid Bovva who will fire his explosive stings at you! Get he frog spell, and turn Bovva into a frog. You can then turn bugle into a frog when he is above the platform, and the ball will be released so you can collect it. Fist slam the frogs and make your way down the slide. The exit teleporter is at the bottom.

Secrets

- AN extra life floats above the hut on the left of where Glover starts this level.

A garib is hidden behind the hut at the start too.
- On the rotating flower get the extra life by slapping the ball carefully over the hole in the middle onto the petal on the other side, or by double jumping and timing your second jump just before you touch the extra life.
- By bouncing the ball and destroying all of the teeth in this level, you will reveal some hidden garibs, and an extra life!

Level 3

IMMEDIATELY leave the ball and use Dennis to jump over the gate in front of you. Fist-slam the switch, and return to collect the ball. Take the ball through the gate, and head left up the slopes until you come to a checkpoint. To get onto the boat, slap the ball onto the deck as the gap goes past, and then jump on afterwards.

To get from boat to boat, throw the ball over, and then double jump onto the next one. Finally slap the ball onto the final platform, jumping on after and heading left. To collect all the garibs, roll the bowling ball down one side of the ramp, and slide down the other.

Turn the ball into the ball bearing and roll it out of the water. Then turn it back to the rubber ball and hit the checkpoint. Carefully roll around the tilting platform, until you reach the funnel at the end. Release the ball, and jump to get the bonuses in there. Then drop down.

Pick up the frog spell, and cast it at Bovva who is hanging around nearby. Then collect the ball and carefully roll it up the sticky slopes, hitting the ball switch as you go. Enter the teleporter at the end, and you will be transported back to the start area, now with the hands open.

Go to the right through the two hands, hit the checkpoint and go around the rotating carousel, bouncing your way up the crooked stairs. Roll the ball through the spinning tubes, dodging the holes in the middle. Then roll off the end, and continue down the walkway, rolling the ball around the holes in the floor. Enter the tent at the end, and roll the ball into the exit teleporter.

Secrets

- BEHIND where you start on the level is a secret platform. Use Dennis to jump over to the platform, and gain three extra lives and some garibs! Fist-slam him to stun him, so you have time to collect all the bonuses!
- On top of the tent on the left of the gate at the beginning of the level are a number of Garibs and an extra life. You can collect these by using Dennis.
- At the end of the crooked stairs you will see a small shadow. Place the ball here and fist-slam it and then jump up and you will collect a sticky fingers potion. This will allow you to collect two extra lives that are at the top of the spinning tubes.
- To get the final extra life, throw the ball into the tent door at the end.



Carnival Boss

The Carnival boss is a mad clown, who will spin the floor of the tent he is in, as well as throwing custard pies at you! First, head around the edge of the tent and throw the ball at the first ball-target you see ñ this should drop a bomb on the clown. Go round to the other side of the tent, and hit the other ball-target that is there. The clown will take another hit!

Now, a big clown's nose above one of the doors of the tent will begin to flash. Hit this with the ball (you'll have to bounce and throw the ball) to deliver the final blow! Bounce the ball onto the exit platform and you've done it.

Walkthrough







Prehistoric

Level 1

GLOVER starts the Prehistoric world in a frozen lair of ice. Immediately head to the right and kill the Dibber. Head to the left, where you will see a rock ledge covered in snow. Double jump onto the lower step, and then jump onto the top of the ledge. Here you will find the ball, frozen in an ice-cube. Fist-slam the ice-cube to free the ball, and then drop down to collect the garibs below.

You'll soon notice that rolling the ball around picks up snow very rapidly! Either bounce the ball, or slap it against some rock to knock the snow off. To get out of the cave, turn the ball into the bowling ball, and slap it at the icicles that make up the door of the cave. Roll down the slope towards the ice lake, and bounce the ball over the platforms dodging Bovva until you get to the other side.

Stand to the right of the lower ledge on the slope, and throw the ball onto it. Wait for a snowball to smash onto the ledge, before jumping onto it. Wait at the far side of the ledge, bouncing the snow off the ball if needs be, and again wait for a snowball to smash. When one has, bounce the ball to the end of the platform, and bounce and throw the ball onto the higher ledge. Then jump up to it and collect the ball.

Throw the ball up onto the area of snow, and jump after it, avoiding the flames from the dragonflies that swoop down. Head round to the right, and down a slippery ice bridge being careful not to allow the ball to pick up too much speed. Donit go near the edges of this ice bridge as it will topple over. Hit the checkpoint by bouncing the ball and collect the garibs. Turn round and bounce and throw the ball over the ice bridge, double-jumping behind it to clear the ice bridge.

Collect the ball, and head straight ahead towards the slopes near the signpost. Dodge the dragonflies, and when a snowball goes past, proceed up the slope. It is wise to knock the snow off the ball before you do this! To climb the snowball run, wait on the inside edge of each corner. As you see a snowball coming past, cut the corner slightly and head up the slope as it cascades down! When at the top, hit the checkpoint. You will see an ice bridge fading into the mist in the distance. Wait until two snowballs have dropped down (one on each side) and then roll the ball down the slope onto the bridge. Continue round the bends of the bridge, using the banked corners to help you round. As soon as you reach the other side, be prepared for an enemy. A little T-Rex will come running towards you! Just as heis about to get you, move to one side. He will dive onto the ice, and slide off the edge of the bridge!

If the T-Rex is sulking in the corner, first fist-slam him to stun him. Collect the garibs, and use the bowling ball to smash through the ice sheet on the right. Continue down the ravine smashing the ice sheets until you find the exit door.

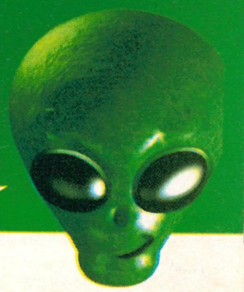




PREHISTORIC LEVEL 1

Secrets

- SMASH all of the icicles at the beginning of the level and gain an extra life.
- Fist slam the ice in the lake to smash it and collect the garibs below!
- At the top of the first slope, head directly ahead, and you will come to a cave entrance blocked by a sheet of ice. Bounce the snow off the ball, and turn it into the bowling ball. Slap the ball at the ice sheet, and it will shatter, revealing an extra life, and hidden Garibs.
- Just to the left of the first ice sheet at the end of the level, you will notice a cliff of snow that is slightly cracked. Use the bowling ball to crumble this, and you will discover a secret room with hidden Garibs and an extra life. Knock the snow off the ball, and place it in the centre of the room. Then fist-slam and jump on the ball to collect another extra life that is floating in mid-air!







Snowboard Kids 2

And I thought I looked weird. Not as odd as those Snowboard Kids though! But I braved their ugliness and sneaked into Atlus' offices to get these cheats for you.

EXPERT MODE
To access Expert Mode you must complete the Story Mode successfully.

HEAD START
When Mr. Dog says "GO" at the start of a race hit the B button to get a rocket start.

PLAY AS DAMIEN
Win the entire game in Story Mode to play as Damien.

PLAY AS MR. DOG
To play as Mr Dog you must get a Perfect score in the shoot cross mode.

PLAY AS PENGUIN
To activate the Coach Penguin in multi player mode, go to training mode and beat the Penguin to the finish line on the second lap. During the first lap messages will come up, but disregard these and your race will go faster.



Special Boards

Once you've activated the expert mode you can start to race for the special board by winning races.

BOARD	SPECIAL	TRACK TO BEAT
Poverty Board	Lose money whilst racing!	Sunny Mountain
Feather Board	Permanent wings	Turtle Island
Ice Board	Slippy	Snowman Boss
Star Board	Great all-rounder	Wendy's House
Rich Board	Gain money whilst racing	Linda's Castle
Dragon Board	Rockets and Wings	Dinosaur Boss to get
Ninja Board	Invisibility	Starlight Highway
Charm Board	Ghost invulnerability	Haunted House to get the
High-Tech Board	Speed fan	Mecha-Damien



Star Wars: Rogue Squadron



Thanks go out to Jedi Master: Timothy Lan from Mansfield for sending in these tips on finding all the bonuses

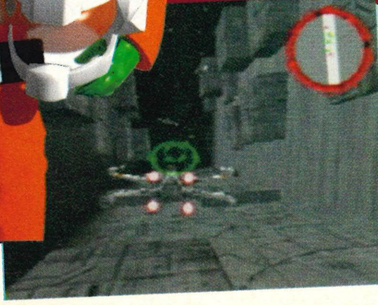
DEFECTION AT CORRELIA
After saving Crix Madine from the Tie Bombers and Interceptors you will have to make your way back to the Capitol Tower. On your way you will come across a few cities. You will find the bonus in the middle of the first city.

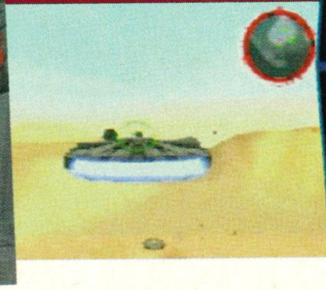
THE JADE MOON
When you fly through the trench to destroy the Shield Generator take the left fork and blow up the building at the end.

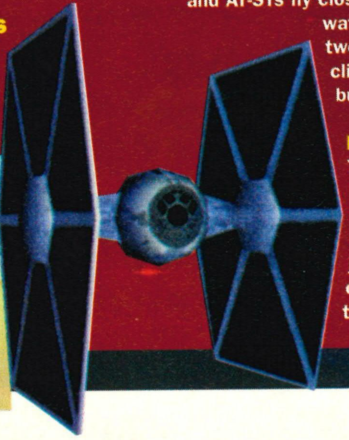
IMPERIAL CONSTRUCTION YARDS
After taking out the Radar Dishes ignore the AT-AT on the right and head to the base with the shuttle. There are two storage containers in the small base. Blow them both up and the one on the left contains the bonus.

PRISONS OF KESSEL
On the second part of the mission you have to rescue the prisoners. The bonus is close to the second prison. After taking out the Tie Fighters and AT-STs fly close to the surrounding cliffs and watch your radar. You should see two red dots near the top of the cliff. The dot on the left is a small bunker containing the bonus.

BATTLE ABOVE TALORAAN
The bonus is well hidden on this level. Play through until you see the floating city. The bonus is in the middle of the city. Try to fly just a few feet over the right half of the city. If you fly down into the centre of the city (without

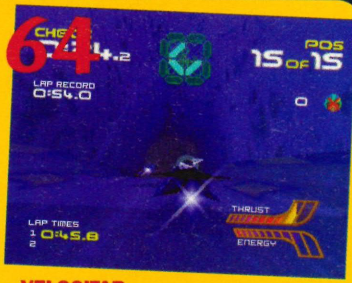






ts are Out There

WipEout 64



Rummaging through the rubble of what once was Psygnosis' offices I managed to excavate these cheats for their fantastic race game.

IN-GAME CHEATS
For every cheat you have to press Z, L + R whilst racing and then press:

INFINITE WEAPONS
C-down, C-down, C-left, C-left, C-right, C-right, C-up

INFINITE ENERGY
C-up, C-down, C-right, C-up, C-down, C-left, C-right.

INFINITE TIME
C-up, C-right, C-left, C-down, C-up, C-right, C-left, C-down.

MENU CHEATS
Hold Down Z, L and R in the main menu and press:

VELOCITAR
C-left, C-right, C-up, C-right, C-left.

ALL SHIPS
C-down, C-down, C-down, C-down, C-right, C-up, C-left.

CYCLONE TECHNOLOGY
C-left, C-right, C-down, C-left, C-right, C-down, C-up.





Where's That Button?



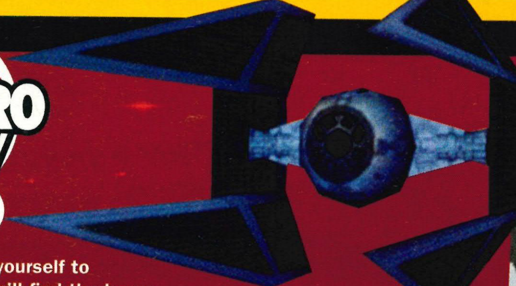
ISS '98

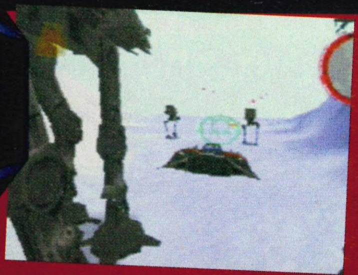
The football game that's so good it's out of this world and this tip'll take you straight back down to earth. Thanks go out to Dean Bell for sending this in.



TAKE A DIVE
When the computer has used a block tackle on you (the type you do with the A button) and your player is stumbling about, quickly press all four C-buttons to make him dive. Be careful though because the ref could book you.

THE PRO CREW Winner





smashing yourself to pieces) you'll find the bonus.

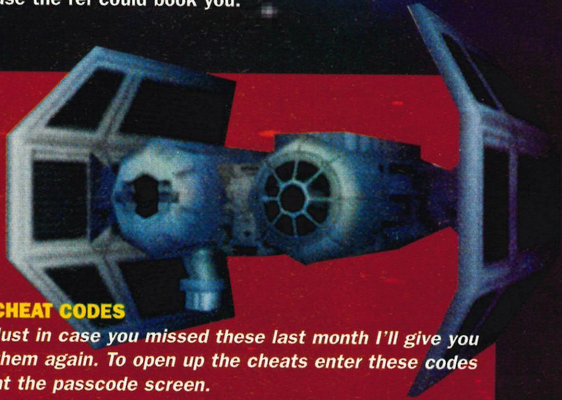
ESCAPE FROM FEST
As soon as you find the AT-PT's take out the AT-AT. Now fly close to the cliffs and watch your radar. You should see a few red dots on the wall of snow. Two of the red dots turrets and the other is a barracks. Blow up the barracks to get the bonus.

BLOCKADE ON CHANDRILA
As soon as they show the cut-scene of the Tie Bombers destroying the city the hover train will park. From that point fly to the other side of the city where you should see an At-ST shooting at three towers. Destroy it to reveal a bonus.

RAID ON SULLUST
On this mission is a landing platform in the middle of the flying area. On the opposite side of the platform there is a large factory building. Destroy it to reveal the bonus.

MOFF SEERDON'S REVENGE
You start out facing a missile turret with a city on its left. Destroy all the imperials and head for the back of the city. You should notice a large rebel building and a few imperial bunkers. Destroy the bunkers to get the bonus.





CHEAT CODES
Just in case you missed these last month I'll give you them again. To open up the cheats enter these codes at the passcode screen.

IGIVEUP	Infinite lives
DEADDACK	Open all levels
RADAR	Alternate radar
CHICKEN	AT-ST bonus Level
ACE	Expert mode
FARMBOY	Fly the Falcon
DIRECTOR	View movies
MAESTRO	Music test
TOUGHGUY	Power-ups
TIEDUP	Fly the tie interceptor (press up on the Falcon)
KOELSCH	Turns the V-Wing into a car
BLAMEUS	See the development team

Founta Knowle

Once again the fountain is overflowing with valuable Zelda hints and tips. Readers have been sending in their Zelda secrets to help out fellow Linksters still stuck in Hyrule



Zelda: The Ocarina of Time

Have More than Four Bottles

Dave Tozer sent in this great Zelda tip. Just make sure you follow these instructions to get an extra bottle.

There are a few drawbacks to this tip! You can only use the bottle as an Adult and any fairies kept in it will not revive you if you die, but overall it is well worth doing.

First of all you must get the Biggeron sword:

1- As adult link go to the Cucco woman in Kakariko village and get the Pocket Cucco from her.
2- Take the Pocket Cucco to the house in the village where Talon is sleeping and use it to wake him up.
3- Take the Pocket Cucco back to the Cucco woman. She will give you the Blue Cucco.
4- Enter the lost woods from Kokiri forest and turn left. Here you should see the depressed skull kid who hates all people. Give him the Blue Cucco.
5- In return he will give you a mushroom which you must take to the potion woman in Kakarico within 3 minutes (don't bother trying to teleport - you gotta run).
6- Take the odd potion from the old hag and head back to the skull kid. He'll have gone so give it to the girl instead.
7- Take the saw and head to the carpenter in Guredo fortress.
8- He gives you a broken sword. Take it to Biggeron at the peak of Death Mountain.
9- Take Biggeron's prescription to King Zora (defrost him with blue fire).
10- He gives you an eyeball frog. Run with it to the scientist in the Lakeside lab.
11- Give Biggeron the eyedrops within four minutes.
12- Take the claim check and hang around for a few days (Hylian time!)
13- Get the sword!

Hurrah! You're now ready to get your fifth bottle. The claim check you got for the sword is still in your possession and it's of no use anymore. To transform this into a bottle follow these easy steps...

1- Find something you can catch in a bottle (e.g. bug, fairy, fish).
2- Set an empty bottle to a C-button (let's say C-down).
3- Swipe with the empty bottle and pause the game mid-swipe. The timing is important and it will only work if you pause with Link's arm fully extended.
4- Go to the select screen and set the Claim Check to C-down.
5- Unpause the game. If you've timed it right Link will finish his swipe and catch the item in the bottle. The Claim Check will disappear and be replaced with a fifth bottle.

WARNING!
This cheat will work with any item and once you've done it YOU CANNOT GET THE ITEM BACK! So unless you really want more than five bottles I recommend that you only do this with the claim check.

This cheat is also useful to get back at somebody who is annoying you. Just swap their Ocarina for a bottle (this is Dave's suggestion not mine. Good God no! - Tip-X).



in of dge



The Location of Every Heart Piece



Thanks go out to Tim Godfrey from Shorn in Kent for sending in the location of all these heart pieces. Well done!

LOCATION	WHERE TO FIND IT	AGE
Death Mountain Crater	Niche in wall (must climb down to see it)	Adult
Death Mountain Crater	Top of left ash cone (magic bean leaf)	Adult
Death Mountain Trail	Above Dodongo's cavern (magic bean leaf)	Adult
Desert Colossus	Top of arch at temple (magic bean leaf)	Adult
Gerudo Valley	Behind the big waterfall (magic bean leaf)	Adult
Gerudo Valley	In crate on ledge (longshot over)	Adult
Gerudo Fortress	Prize for horseback archery	Adult
Gerudo Fortress	In chest on highest roof of hideout	Adult
Goron City	Light torches, throw bomb in spinning thing	Young
Graveyard	Beat Dampe's ghost in 1 min or less	Adult
Graveyard	Prize in heart-pounding gravedigging tour	Young
Graveyard	In a crate on shelf (magic bean leaf)	Adult
Graveyard	Play the sunsong in the unmarked grave	Child and Adult
Hyrule Market	Prize in treasure box game (use the lens of truth)	Young
Hyrule Market	Find lady's dog at night	Young
Hyrule Market	Prize in Bombchu game	Young
Hyrule Field	Open the hidden hole between the four fences in front of lake Hylia and buy it for 10 Rupees	Young and Adult
Hyrule Field	Deep in pond in a hidden hole near a tree between Guredo Valley and Hyrule Castle (use Iron boots)	Adult
Ice Cavern	Frozen in red ice in Compass room (use blue fire)	Adult
Kakariko Village	Reward from member of Skulltula family after you collect 50 skulltula tokens	Adult and Young
Kakariko Village	In cow's stall (use hookshot)	Adult
Kakariko Village	Talk to man on top of potion shop (hookshot)	Adult
Lake Hylia	Reward from scientist for diving (gold scale)	Adult
Lake Hylia	On the balcony at the top of the lab (magic bean leaf)	Adult
Lon Lon Ranch	Move the boxes in the storage shed to find the tunnel	Young
Lost Woods	Play Saria's song to the lone skull kid	Young
Zora's Domain	Light the five torches	Young
Zora's Fountain	Bottom of lake (use iron boots)	Adult
Zora's Fountain	On lone iceberg	Adult
Zora's River	On a high platform in the middle of the river	Young/ Adult
Zora's River	Use a chicken to float to platform by waterfall	Young
Zora's River	Play the song of storms to the frogs	Young
Zora's River	Win the frogs game after playing the first six songs to them	Child

Gossip Stone Tom-foolery

1- Hit a gossip stone with the megaton hammer to flatten it out.
2- Place a bomb next to the stone to launch it into space.
3- Hit a gossip stone with a magic arrow to send it crazy.

Six Ways to get a Free Fairy

1- Stand by a gossip stone and play Zelda's lullaby.
2- If Navi turns green for no reason play the song of storms.
3- Go to the spirit Temple and stand by the dried up oasis. Stand on the stone temple and play the song of storms for six fairies.
4- Play the song of storms as a child next to a magic bean sprout
5- This ain't easy! Touch a butterfly with a deku stick
6- Head over to the N64 Pro office and take Noely. Please!

Use Weapons Whilst Riding Epona

You need to be at the end of the game to do this. Fight Ganondorf until he becomes Ganon and knocks the sword out of your hand. Now save the game and reset your machine.

Go to Hyrule field and call Epona. Now, when riding her you'll be able to use weapons. However, some of them produce some pretty weird results. You can get the master sword back at any time by time travelling.

Rupees for Nothing (and your chick's for free)

Go to Kakariko village as an adult and go to the little alcove behind the potion shop. Place a bomb between the ladder and the hag's house to open up a hole. Go down and catch a fish. Now sell it to the beggar next to the bazaar for 100 Rupees!



Tip-X Helpline

Post your tips, tricks or questions to Tip-X, N64 Pro, Freepost, IDG Media, Adlington Park, Macclesfield, Cheshire, SK10 4NP (or tipx@idg.co.uk). The best tipsters will get a free Pro Crew membership!

Britain's Top Gam

We've had lots of entries this month, including an avalanche of 1080º Snowboarding times. It seems 'rad' boarders are staying in and tackling the much warmer and considerably less dangerous slopes of 1080º this winter. So keep them (and all your best times) coming 'dudes' and next month you could win a Pro Crew membership and the admiration of gamers everywhere - **Noely**

1080º Snowboarding



Air Make
21,450 Brendan Marley, Oldham

Half Pipe
51,844 Brian Birkmyre, Leamington Spa
47,510 Owen Gent, Exeter
45,460 Craig Watt, Aberdeen

Contest
113,648 Craig Watt, Aberdeen
108,936 Brian Birkmyre, Leamington Spa
100,202 Dominic Melville, Penarth

Crystal Lake
1:03:29 Jan-Erik Spangberg, Sweden
1:03:88 Brendan Marley, Oldham
1:04:15 Hayes Johnson - Donovan, Streatham
Best Score
37,647 Brendan Marley, Oldham

Crystal Peak
1:28:50 Brian Birkmyre, Leamington Spa
1:28:57 Jan-Erik Spangberg, Sweden
1:30:51 Craig Watt, Aberdeen

Deadly Fall
1:09:36 Andrew Harvey, Reading
1:10:15 Tom Christie, Lochmaddy
1:10:55 Craig Watt, Aberdeen
Best Score
52,685 Tom Christie, Lochmaddy

Dragon Cave
1:28:57 Andrew Harvey, Reading
1:29:33 Jan-Erik Spangberg, Sweden
1:32:63 Craig Watt, Aberdeen

Golden Forest
1:20:12 Jan-Erik Spangberg, Sweden
1:23:68 Brendan Marley, Oldham
Best Score
19,333 Dominic Melville, Penarth

Mountain Village
1:31:08 Adam Charlton, Huntingdon
1:31:64 Jan-Erik Spangberg, Sweden
Best Score
26,886 Brendan Marley, Oldham

Legend of Zelda: Ocarina of Time

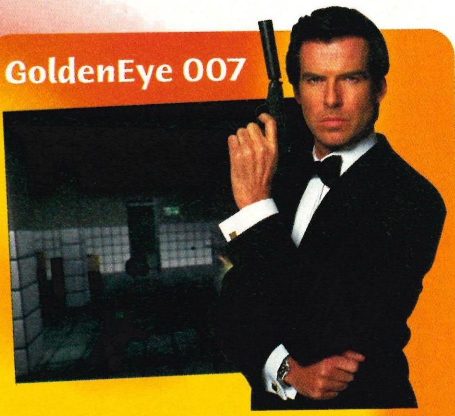


Horse Race
00:48 Stuart Richards, Surrey
00:48 Gareth Brown, N Wales
00:48 Sean Taylor, N Wales
00:48 Sam Rickman, Hants
00:48 Gavin Shepherd, Sheffield

Archery
1,920 Stuart Richards, Surrey
1,660 Gareth Brown, N Wales
1,330 Sam Rickman, Hants

Marathon
01:07 Gavin Shepherd, Sheffield
01:17 Gareth Brown, N Wales
01:28 Sam Rickman, Hants

GoldenEye 007



Bunker
02:51 Accuracy 100% Alan Campbell, Cambs

Dam
09:36 Accuracy 97.4% Alan Campbell, Cambs

Frigate
06:55 Accuracy 100% Alan Campbell, Cambs

Jungle
03:42 Richard Stout, Manchester

Runway
01:03 Accuracy 100% Alan Campbell, Cambs
01:26 Accuracy 100% Kevin Seeney, Suffolk

Silo
07:23 Accuracy 100% Alan Campbell, Cambs

Streets
04:26 Accuracy 100% Alan Campbell, Cambs

Surface
00:59 Sam Doyle, Glossop

Train
01:38 Accuracy 89.6% Sam Doyle, Glossop

Wave Race 64

Drake Lake
1:36:645 Liam O'Brien, Liverpool

Glacier Coast
1:34.044 Stuart Richards, Surrey
1:36:554 Jan-Erik Spangberg, Sweden

Marine Fortress
1:43:359 Liam O'Brien, Liverpool

Port Blue
1:24:967 Greg Ihnatenko, Stockport

Sunny Beach
1:22:855 Liam O'Brien, Liverpool

Sunset Bay
1:13:860 Greg Ihnatenko, Stockport
1:25:570 Stuart Richards, Surrey
1:37:035 Joe Guard, Dartford

S Island
1:36.894 Stuart Richards, Surrey
1:40:861 Rob Porter, Warrington
1:42:294 Tom Miller, Stourbridge

Twilight City
1:54:803 Liam O'Brien, Liverpool

Diddy Kong Racing



Ancient Lake
00:35:93 Stuart Richards, Surrey
00:42:10 Rob Pierce, Salisbury
00:50:31 Kevin Seeney, Suffolk

Boulder Canyon
01:37:25 Stuart Richards, Surrey
01:46:76 Adam Lamb, Leicestershire

Crescent Island
01:05:63 Stuart Richards, Surrey
01:21:41 Kevin Seeney, Suffolk
01:26:30 Adam Lamb, Leicestershire

Darkmoon Caverns
01:42:60 Stuart Richards, Surrey
01:55:76 Rob Pierce, Salisbury
01:55:43 Kevin Seeney, Suffolk

Everfrost Peak
01:20:10 Stuart Richards, Surrey
01:36:83 Adam Lamb, Leicestershire

Fossil Canyon
00:59:91 Stuart Richards, Surrey
01:06:45 Adam Charlton, Huntingdon
01:20:85 Adam Lamb, Leicestershire

Frosty Village
01:21:96 Stuart Richards, Surrey
01:30:00 Adam Lamb, Leicestershire

Banjo Kazooie



Completed Game
2:59:46 Jan-Erik Spangberg, Sweden
3:49:18 Kevin Seeney, Suffolk

Bubblegloop Swamp
0:15:19 Jan-Erik Spangberg, Sweden
0:20:14 Kevin Seeney, Suffolk

Clanker's Cavern
0:12:07 Jan-Erik Spangberg, Sweden

Click Clock Wood
0:29:00 Jan-Erik Spangberg, Sweden
0:43:46 Kevin Seeney, Suffolk

Freezeezy Peak
0:28:07 Kevin Seeney, Suffolk

Gobi's Valley
0:15:58 Jan-Erik Spangberg, Sweden
0:21:56 Kevin Seeney, Suffolk

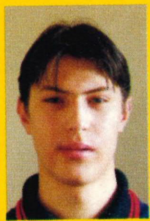
Mad Monster Mansion
0:14:16 Jan-Erik Spangberg, Sweden
0:19:24 Kevin Seeney, Suffolk

Mumbo's Mountain
0:06:40 Jan-Erik Spangberg, Sweden

Gamer's G



Dominic Melville

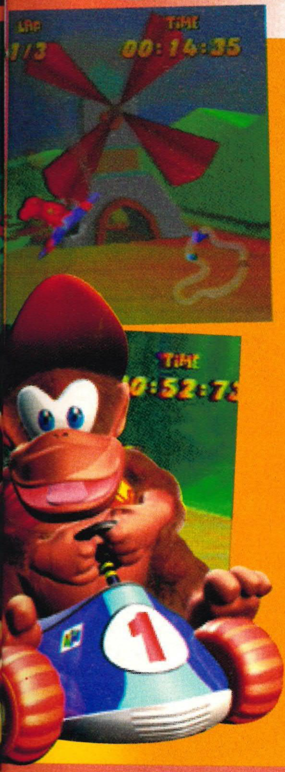


Tom Christie



Sean Taylor

...ners



Greenwood Village

01:19:31	Stuart Richards, Surrey
01:24:82	Kevin Seeney, Suffolk
01:31:13	Adam Lamb, Leicestershire

Haunted Woods

00:53:06	Stuart Richards, Surrey
00:54:05	Kevin Seeney, Suffolk
00:59:03	Adam Lamb, Leicestershire

Hot Top Volcano

00:53:63	Stuart Richards, Surrey
01:17:93	Rob Pierce, Salisbury
01:18:76	Kevin Seeney, Suffolk

Jungle Falls

00:41:70	Stuart Richards, Surrey
00:43:50	Adam Charlton, Huntingdon
01:20:85	Adam Lamb, Leicestershire

Pirate Lagoon

01:04:31	Stuart Richards, Surrey
01:04:36	Rob Pierce, Salisbury
01:05:73	Jan-Erik Spangberg, Sweden

Snowball Valley

00:54:63	Stuart Richards, Surrey
00:57:63	Kevin Seeney, Suffolk
01:01:61	Adam Lamb, Leicestershire

Spacedust Alley

01:24:26	Stuart Richards, Surrey
01:50:76	Kevin Seeney, Suffolk
01:51:05	Rob Pierce, Salisbury

Star City

01:25:55	Stuart Richards, Surrey
01:30:45	Rob Pierce, Salisbury
01:33:60	Kevin Seeney, Suffolk

Spaceport Alpha

01:23:11	Stuart Richards, Surrey
01:47:15	Kevin Seeney, Suffolk
01:53:30	Adam Lamb, Leicestershire

Treasure Coves

00:51:00	Stuart Richards, Surrey
00:52:30	Kevin Seeney, Suffolk
00:54:30	Adam Lamb, Leicestershire

Walrus Cove

01:29:05	Stuart Richards, Surrey
01:55:81	Adam Lamb, Leicestershire

Whale Bay

00:57:85	Stuart Richards, Surrey
01:02:21	Sam Doyle, Glossop
01:04:70	Adam Lamb, Leicestershire

Windmill Plains

01:21:80	Stuart Richards, Surrey
01:57:76	Adam Lamb, Leicestershire

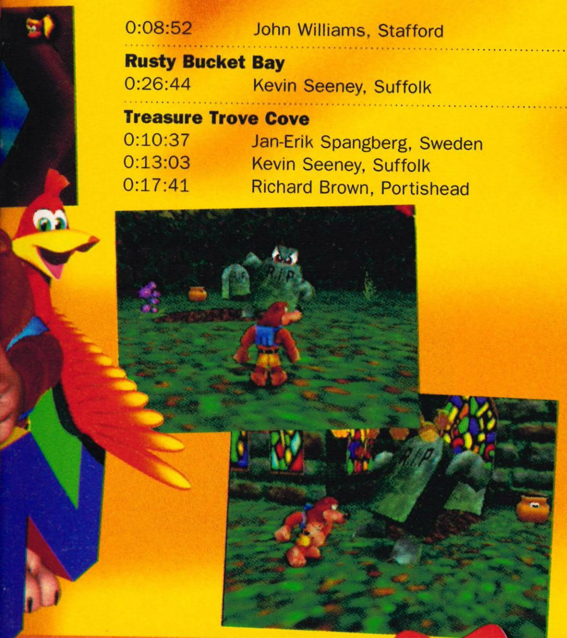
0:08:52	John Williams, Stafford

Rusty Bucket Bay

0:26:44	Kevin Seeney, Suffolk

Treasure Trove Cove

0:10:37	Jan-Erik Spangberg, Sweden
0:13:03	Kevin Seeney, Suffolk
0:17:41	Richard Brown, Portishead



F1 World Grand Prix

Australia	
1:11.61	Stuart Richards, Surrey
British	
1:04.39	Stuart Richards, Surrey
Germany	
1:19.87	Stuart Richards, Surrey
Japan	
1:18.94	Stuart Richards, Surrey

F Zero X

Big Hand	
02:31:423	Andrew Harvey, Reading
Death Race	
01:05:149	Stuart Richards, Surrey
Mute City 3	
01:47:733	Andrew Harvey, Reading
White Land	
01:49:361	Andrew Harvey, Reading
Rainbow Road	
02:34:076	Andrew Harvey, Reading
Red Canyon	
01:28:246	Andrew Harvey, Reading



Wetrix

110,366,160	Paul Mitchell, Rossendale

...allery

Gamer of the month! Wins a Pro Crew membership!



Sam Rickman



Brian Birkmyre



Jan-Erik Spangberg

Dare YOU enter The... PRO ARENA

What are you waiting for? Game on!

Noely's Zelda Challenge - Winner
Let's all doff our floppy green hats to Stuart Richards as the first reader to submit a 48 sec Horse Race time on Zelda.

Mark's GoldenEye Challenge - Winner
We were blown away by Ryan Bledsoes' astonishing display of sharp shooting on GoldenEye's Facility level on Secret Agent with an astounding 98.1% Accuracy and 100% head shots

James' Wipeout 64 Challenge - Winner
Jan-Erik Spanberg blew my Terafumos circuit time away with a scorching 28.2 secs

Tip X's 1080⁰ Challenge
Beat my time of 01:01:96 on Crystal Lake

Scoop's Banjo Challenge - Winner
Doggone it. Kevin Seeney walked away with this one beating my 0:20:02 time with an astonishingly quick 0:15:21.

Reader Challenge No.1

Still no winners of Stuart Richards challenge. Beat his score of 1,920 points on Archery in Zelda: Ocarina of Time to earn yourself the undying respect of N64 gamers everywhere.

How To Enter...

Don't worry if you can't fill in all the Game and Achievemnt spaces, just make sure you send photographic proof of your achievement(s) and a recent picture of yourself. We'll add your name to the ever-growing list of Britain's Top Gamers - the sooner you send off your entry, the sooner your face'll appear in the mag

Name
Address

Britain's Top Gamer

Game
Achievement
Game
Achievement

The Pro Arena

Challenge | Time
Challenge | Time

We want your challenges!

Have you got a gaming achievement that you're proud of? Fancy pitting your gaming prowess against both the N64 Pro team and fellow readers alike? Send us your times

SWAPS

Get shot of your grot by using the Swap Shop. Here you can place adverts to get in touch with other N64 Pro readers. On the other hand, if you fancy a pen-pal or just want to spout off to your mates take a look at Shout Out, our new section for loudmouths. Simply fill out the form at the end - Mark

Wanted

The top five begged for N64 games



1 Silicon Valley
A surprising entry for this great game
2 Turok 2
Dinosaur is back on the menu
3 Super Mario 64
If you haven't got this yet then you're daft!
4 Zelda
How could anybody ever part a copy?
5 Banjo Kazooie
The clumsy bear and noisy bird are back on the wanted list

Not Wanted

The most unwelcome games of all



1 Sega Saturn and 17 games
Only one! But definitely the least wanted
2 Mission Impossible
Still the second-best spy game on the N64
3 Super Mario 64
So many sold that Mazza's bound to appear
4 Space Station: Silicon Valley
Just too surreal for some people
5 V-Rally '99
Just out and already up for grabs. Good stuff if you can get it going cheap



★ I'll swap F1 World Grand Prix (comes beautifully boxed) and with manual for Turok 2 or Extreme G2 or SCARS or if U R mad Zelda: Ocarina of Time. Theo Leonard, London, 0181 878 9454.

★ I'll swap FIFA '98 RTWC and Mario 64, Wave Race 64 for any good game or sell for £20, £25 each. Wave Race not boxed. Sorry! Please call locally, Sandy Meldrum Kircaldy, 01592 596364.

★ Will swap Zelda for two good games. Or Wave Race, Banjo-Kazooie, DKR and Snowboard Kids (no boxes or instructions for these four). Will swap or sell for £28 each. Please. Ian Hawkins, 30 Butler Road, Bagshot, Surrey, GU19 5QF.

★ I'll swap GoldenEye for Diddy Kong Racing, South Park 64, any wrestling game or Action Replay or any decent offer. Please reply quickly. Terry Boxer, 6 Calvert Close, Northcray, Sidcup, Kent, DA14 5JL.

★ I will swap Extreme G for Pilotwings 64 or sell for £30. Boxed and in good condition. Please ring anytime. Ben Mawle, 15 Church Hill, Combwich, Nr Bridgewater, Somerset, TA5 2QR, 01278 652764.

★ For sale: Zelda 64 £35, Turok 2 £25, 1080 £25, GoldenEye £25, official controllers x3 £10 each, rumble packs x2 £5 each. N64 Console £50 all boxed as new phone Nick Hawkins, Cambridge, 01223 845960.

★ What are you looking at all the other ads for? F1 Grand Prix for V-Rally mint condition. I want V-Rally. Jamie Tomlinson, 01863 755341.

★ I'll swap Mystical Ninja for 1080º, Turok 2 or best offer or sell it for £30 with memory card included with sell and swap. Nick Holman, 01276 503765.

★ I will swap V-Rally 99 (never used) for NHL 99 or sell for £32. Has to be good condition with box and instructions. Phone Richard Stephens, Basingstock, Hampshire, 01256 479637.

★ I would like to swap Wave Race 64 for Zelda or Mission: Impossible. Please, I really want Zelda. Please has anyone got it (six million people and counting - Mark). Thomas Foster, Manchester, 0161 950 6992.

★ I will sell World Cup 98 for £30 O.N.O. Pristine condition, hardly ever used. Completely boxed. I need the money so I can't swap. Please! Mark Waudlby, 01323 441462.

★ I will sell Wetrix (never used, bought as a present by two people) for £30 or swap for Zelda or South Park 64 must be in good condition. Phone after 4pm. Matt Taylor, Tavistock, 01822 616298.

★ I'll swap Yoshi's Story for GT, Zelda, V-Rally, Forsaken, F-Zero X ask for Ray, Camberley, 01276 508679.

★ Want: Holy Magic Century, Turok 1, Silicon Valley, Banjo, Pilotwings. Sell: NFL QBC, Lylat Wars, XG £25 each or £57 for all. Pay £25 for games. Mark 0181 561 6985.

★ NBA Courtside, Lylat Wars with rumble pak or Silicon Valley for F-Zero X, Banjo, Turok 2, SCARS other games will be considered. Ask for Jordan, call after 5pm on 01502 585441.

★ Sega Saturn, two controllers, light gun, 12 games. All but two with instructions. Hardly used (I wonder why? - Mark). All leads, ready to play. £150 or any decent offer. Also demos included, please call. Kyle Ware, Croydon, 0181 6469795.

★ Swap Duke Nukem and Killer Instinct Gold for South Park 64. Good condition or swap for £50. Phone Rob on 0118 948 3611. Desperate!

★ I will swap NFL QBC 99 for Diddy Kong Racing or 1080º or Silicon Valley or sell for £35. NFL boxed with instructions. Phone after 6pm. Simon Furnivell, Midlothian, 01968 672263.

★ I'll sell World Cup 98 for £28. Please! Chris Whalley 01925 722626 after 4.00pm to 9.00pm.

★ International Superstar Soccer '98 mint condition. Full instructions boxed as new £35. Adrian Pain, Doncaster, 013202 5301158.

Swap of the Month

★ I may be dreaming, but it's worth a try! I'll swap Banjo (boxed with instructions) for Turok 2, Silicon Valley or any other new game you're bored with. Garry Richardson, 14 Glouster Ave, Rayleigh, Essex.



★ I'll swap Blast Corps, Duke Nukem 64 for WCW World Tour or WCW Revenge. Boxes in good condition. Ring Shaun, Newcastle-upon-Tyne, 0191 2135113.

★ I will swap Mission: Impossible, Mystical Ninja, or Mario 64 for South Park. Will sell for £25 each or £70 the lot. Phone Chippenham 01249 657487. Ask for Andy. Cheers!

★ I will swap Mario Kart or GoldenEye all boxed with instructions for WWF Warzone or sell for £30 each. Go on, it's a great offer. Neymish Parma, Leicester, 0116 2243039.

★ I will sell Bomberman for £25 and I will swap Top Gear Rally for Wipeout 64. No instructions for both and boxes. Jack Shelly, Ness, 0151

SHOP

3531203.

★ I will swap or sell Lylat Wars or Super Mario (boxed with instructions) for GoldenEye or South Park or £30. Chris Fletch, Worcs, 01584 819496.

★ I'll swap V-Rally Edition 99 for Diddy Kong Racing or I'll sell for £30 or best offer. Ask for Luke. Tel no (0151) 2593107.

★ I will swap Lylat Wars with Rumble Pak boxed with instructions for 1080º or sell for £30 ONO. Robert Parker, Tullibody, 07977 362465.



★ Swap Mission: Impossible for one N64 controller with rumble pak or rumble pak with 256 or 1mb memory card. How can you refuse? Rob Pearce, Loughton, 0151 5086174.

★ I will sell Banjo-Kazooie or Mission: Impossible for £20 each. Or swap for any good offers. Both boxed with instructions. Mission box tattered at the edges. Please ring Thomas Mason, Rossendale, 224732.

SHOUTOUT

You can use this section to send messages to yer mates or just holler out any gibberish that springs to mind

We want to say that Clayfighter is much better than any bloody Graystation game. So to all you Gaystation owners - you talk out of your arse! Adam and Chris Hipwell

Want printed cheats? Then send 30p and a SEA to Andrew Laws, 14 Bishops Close, Stratford on Avon, Warwickshire, CV37 9ED

I'm looking for a pen pal. I'm aged 11, I love fighting and football games and pop music. Luke Vine, 100 Western Road, Leigh-on-Sea, Essex, SS9 2PN

I would like a Pen Pal, my hobbies are playing games and football, I will reply to anyone. Mark O'Connell, 35 Norwood Park, Ballysimon, Limerick, Ireland

Come on Rare! Pull your finger out and give us another game. I'm bored of Banjo - Dennis Whitefield, Haversham

Hi, I'm a 14 year old boy looking for a pen-pal. I like N64 stuff, running, swimming and computers! So write to me for a good time! Stephen Gage, 26 Broughton Street, Battersea, London, SW8 3QJ

Blag of the Month

★ Sega Saturn, two controllers, light gun, 12 games. All but two with instructions. Hardly used (I wonder why? - Mark). All leads, ready to play. £150 or any decent offer. Also demos included, please call. Kyle Ware, Croydon, 0181 6469795.



★ I'll swap F-Zero X for Banjo-Kazooie or sell for £40. Great condition. Matthew Flaherty, Burnley, 415678.

★ I will swap FIFA '99 for Banjo-Kazooie or sell for £35. Call Darryl on 01304 371183 after 3:30 pm.

★ I'll swap Mischief Makers (which includes box and instructions) for NFL Blitz or Mario 64. Ring me, Ashley Ball on (01430) 873556.

Come on, I'm waiting for a ring, Bye.

★ I'll swap Killer Instinct or Mario 64 with cheats and box for 1080º Snowboarding or MK4 and sell SNES with two games with Super Gameboy adaptor. Call Nicholas Cebreton, London, 0181 6938240.

★ I will swap Mario 64 for any football game that has a league season and all the English sides (01606) 783131, ask for Justin.

★ Hi, I'll swap Mario 64 or 1080º Snowboarding for All Star Baseball or Star Wars Rogue Squadron. Contact Mark on 01253 392498.

★ I'll swap Mischief Makers for Lylat Wars or Mario 64. PS boxed with instructions. Please, desperate owner. David Shaw, Walsall, 01922 633526.

★ Top Gear Steering wheel for sale, no box. Price £34 - £39, must live locally and buyer must come and collect. It is complete with foot pedals and instruction book. Simon Clague, Laxey, 01624 862183.

★ Swap Banjo Kazooie or Silicon Valley for 1080º, Winter Olympics, South Park, F-Zero X or Turok 2, or sell for £30 each. Box and instructions wanted. Also sell Sharkpad for £10. Mark Nichols, Tenbury Wells, 01584 781584.

Enough! Don't send your carts to us, just use the form provided

SWAPSHOP

Send to: Swap Shop, N64 Pro, FREEPOST, Media House, Adlington Park, Macclesfield, SK10 4NP (NO STAMP REQUIRED).

Please tick whether this is for Swap Shop ❑ or Shout Out ❑

Swap, sell or shout details (in no more than 30 words)

Would prefer us to print your address ❑ or telephone number ❑

Name:

Address:

Post Code:

Telephone number: **Age:**

Signature

How many times a month do you visit a newsagent to buy/look at N64 mags? ◯

How many N64 mags do you buy each month? ◯

How regularly do you buy N64 Pro?

How many people read your copy of N64 Pro? ◯

Which day do you usually purchase your mag?

◯ Weekday
◯ Pay day
◯ Weekend
◯ Other (please specify)

◯ Not purchased

◯ Please tick here if you do not wish to receive promotional information from other companies


Join...
THE PRO CREW
...And for the next year you'll get loads of top stuff!
Not only that but you'll get the magazine delivered to your door before it hits the shelves! And you don't get charged a penny extra!
CALL The Pro Crew Hotline on 0870 606 0423 quoting N990E
WIN!
A G64 Steering Wheel with rumble effect and foot pedals! Worth £50
HOW?
Just join the Pro Crew using Direct Debit!* One lucky winner drawn every month!
* See coupon on next page
GAMESTER



THE PRO CREW

- Funky Fanzine every month!
- Flashy Membership Card!
- Mystery bonus free gifts for every Crew member!
- Extra cheats! Strictly members only!
- More competitions, just for the Crew!
- Exclusive insider info on N64 games!
- Every issue of N64 Pro for a bargain £2.15 saving nearly 30%!
- Top secret info on the Team!





PLUS an exclusive, highly limited edition Pro Crew T-shirt! Free!

All this for only £28!

Join The Pro Crew! The cool thing to do! N64 PRO

It's new! It's a crew! It's the brand new crew! And you just have to be a member! Fill this in and all manner of treats will plop through your letterbox every single month! Blimey!

How do I join The Pro Crew?

Use this box for Cheque, Postal Order or Credit Card

Couldn't be easier! Just write a cheque and send it in, or fill in the details below!

Please make cheques & postal orders payable to IDG Media

I wish to pay by: ☐ Cheque ☐ PO ☐ Credit Card ☐ Direct Debit

C/Card: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ *Exp:* ☐☐☐☐

or call the Membership Hotline:

0870 606 0423

Fax the order form on: **01795 414600**

E-mail: **n64pro@galleon.co.uk**

Please quote reference number N9905 when telephoning or e-mailing your order.

How much will it cost me?

13 issues UK (direct debit)	£6.46 every 3 issues
13 issues UK (cheque/PO/Credit card)	£28.00
13 issues Europe (including Eire)	£55.40
13 issues Rest Of The World	£75.40

Title ________ **Name** ________________

Address ________________

________________ **Date of birth** ________

Postcode ________

Please tick if you don't wish to receive promotional literature from other companies ☐

Please tick if you don't wish to receive promotional literature from IDG Media ☐

Use this box for Direct Debit GAMESTER

Why not let the bank do all the hard work? Fill this bit in and give 'em something to do!

Direct Debit Instruction for every 3 issues

AUTHORITY TO YOUR BANK/BUILDING SOCIETY TO PAY DIRECT DEBITS DIRECT Debit

Your subscription will continue until you cancel. You cannot subscribe for Direct Debit by Telephone or fax.

N64 Pro, Freepost SEA6332, PO Box 296, Sittingbourne, ME9 8BF

Name of bank/building society ....

Address ....

.... Postcode ....

Name of account ....

Your account no. ☐☐☐☐☐☐☐☐ Sort code ☐☐ ☐☐ ☐☐

Signature(s) ....

Date ....

Your instructions to the bank or building society:

Please pay IDG Media Direct Debits from the account detailed in this instruction subject to the safeguard assured by the Direct Debit Guarantee. I understand that this instruction may remain with IDG Media and, if so, details will be passed electronically to my Bank/Building Society

FOR OFFICE USE ONLY

Originator's Identification No.

Ref No. 8 5 1 4 1 2

N9906E

N990E This guarantee should be detached and retained buy the payer

The Direct Debit Guarantee

- This Guarantee is offered by all Banks and Building Societies that take part in the Direct Debit Scheme. The efficiency and security of the scheme is monitored by your own Bank or Building Society.
- If the amounts to be paid or the payment dates change IDG Media will notify you 14 working days in advance of your account being debited or as otherwise agreed.
- If an error is made by IDG Media or your Bank or Building Society, you are guaranteed a full and immediate refund from your branch of the amount paid
- You can cancel a Direct Debit at any time by writing to your Bank or Building Society. Please also send a copy of your letter to us.

Subscribers are automatically members of the Pro Crew! The Pro Crew applies to UK only.

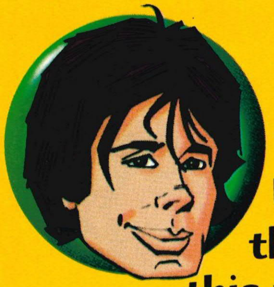
Where do I send this form? Complete the form and post it to us at:

The Pro Crew, N94 Pro, Freepost SEA6332, PO Box 296, Sittingbourne, ME9 8BF (No stamp required!)

Write (with your photo) to:
N64Pro, Freepost,
Media House, Adlington Park,
Macclesfield SK10 4YE or email: stevemc@idg.co.uk

You RE

Real letters fro



Yet more Noely bashing poured through our letterbox this month, keep it coming folks, it really brightens our day! And there's a corker of a Star Letter too, along with questions and answers, moaning minnies going on with themselves and loads of general praise stuff. Good old 'You Reckon?', you've just gotta love it!



Did you know Konami are working on a new, non ISS footy game? Well they are! And it's going to have a completely new engine and everything. And it's going to be smart!

"I have felt like chopping her head off and using it as a football!"

Girl Power

I think you should sack Noely! I really hate her! She doesn't really care that some readers like Banjo-Kazoole. Ever since I read one of the issues when she said what she said I have felt like chopping her head off and using it as a football, then taking her eyes out with a lollipop, still with the ice lolly on! Right, now this is not a compliment, I think you should have some tattoos, a key ring, stickers or something, instead of free books and guides all the time!
Emma O'Kelly





He's the man, the man with the Midas touch! Oh, hang on, wrong song...

N64PRO: Er, yeah, 'she's' a right pain is that Noely! We've often felt like doing that to 'her' ourselves! As far as the free books go, our hands are tied. You crazy readers seem to love 'em, and who are we to go against what you want? As you'll have noticed from this issue's freebies though we are mixing it up a bit, and as soon as we're providing something that keeps everyone happy we'll have cracked it and can all retire to our yachts in Miami Beach!



Left: *There are no joypads like official joypads, there are no joypads we know! Everything about them is appealing... etc.*

You Love Us

I know I might be stating the obvious but your mag is light years ahead of everything else! Your mag has many more features than any other, you have a really cool Swap Shop, great competitions, truthful reviews, Noely (NOT!) and every game that comes out! When you reply to letters you don't slag the readers off like they do in the other, rubbishy magazines, and now you're letting us have our own views on games! Cool!

CKON?
m real gamers





LETTER of the MONTH — THE PRO CREW

Rumble in the Jungle

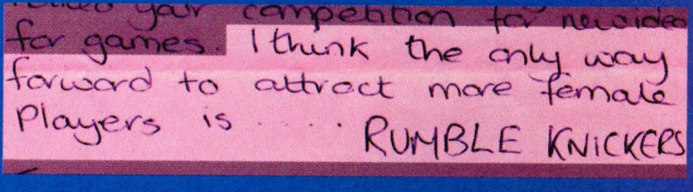
I AM currently in the unfortunate position of being an N64 widow. During the long, tedious hours watching my other half play/worship GoldenEye I noticed your competition for new ideas for games. I think the only way forward to attract more female players is... Rumble Knickers!

They would be a variation on the Rumble vest (only made from something a little more comfy!). I won't draw a diagram – I'll leave that to your imaginations!! The game concept would involve shooting/maiming buxom blondes in bikinis in order to save the likes of Brad Pitt from their evil clutches.

Once the 'bad blondes' are out of the way, Brad/Keanu/Matt/George would need to be seduced. This would be a variation on fighting games with all the special moves, i.e. ***right arrow, left arrow, A, up arrow*** = big tonguey snog! When you get the right combination synchronised (girl getting all excited – Steve) ensues, especially with the Rumble Knickers!

Lorna Coombe, Croydon

N64 PRO: What can we say to that? Top idea Lorna, and handy for us lads too! Just think, while we're playing Vigilante 8 we can also be performing any necessary duties without even lifting a finger! Bob's your uncle, and everyone's a winner! We've sent Noely off down the Patents office to register the idea (and get him out of our way for a few hours!), we'll all be millionaires in no time! But don't worry, we'll forward your ten per cent cut on to you later! Maybe


competition for new ideas for games. I think the only way forward to attract more female Players is . . . RUMBLE KNICKERS

Funny how girls always have nicer handwriting than lads wouldn't you say? You should see the state of some letters we get in here! Disgraceful!

> "Expect my membership form for the totally ace N64 Pro Crew soon!"

Your new look totally kicks ass and the tips books you give out are ace. Oh yeah, expect my membership form for the totally ace N64 Pro Crew soon! I could go on forever, but I won't because you might get bored. The second point I would like to make is that of the lastability of good games for instance. Play it, brilliant game then complete it, well now it's like £50 worth of game sitting on the shelf not being played at all! Then there's GoldenEye. A game that when you complete it you can try and go for cheats and multiplayer with all your mates!



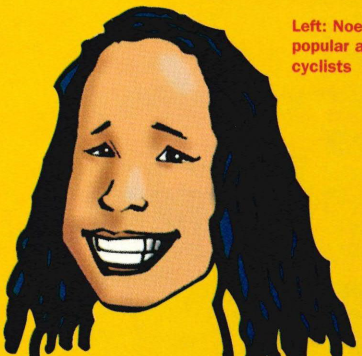
Great, class, ace, awesome mag! Keep on going!

Daniel Shayler, Swindon

Starter for ten

Hey, I have a few questions to ask!
1: Could you give me any information on how N64 cartridges work, cos it would be fun to build a replica or just find out how they're built?
2: Is a Logic 3 Trident pad better or worse than a standard N64 pad?
3: How do you manage to cram so much cool stuff into a magazine?
4: What age are Mark, Jim, Lewis, Steve, Noely, Dan, James, Tip-X, Scoop and Paul?

Greg Sanders



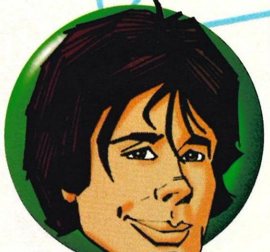
Left: Noely – about as popular as piles are to cyclists

N64 PRO: Hey, I have a few answers to say!
1: No it wouldn't
2: Again, no. The official pads rule. Nothing even comes close!
3: Magic
4: Mark's 25, Jim's 28, Lewis is 28, I'm 24, Noely's 29, Dan's 25, James is 22, Tip-X is 247, Scoop's 2 and a half and Paul's older than the hills!

Sick As a Parrot

Hi, I finally got around to writing in. I'd like to say I'm sick of people complaining about the new look mag, it's top! The recent reviews of Zelda, Turok 2, South Park and Star Wars to name but a few were great. They told me everything I wanted to know and ►

You RECKON?



“I started buying your magazine three months ago and I am hooked! You are the best magazine!”

more, and you've got the best reviewing system of all the mags!

Secondly, when is a developer going to bring out a football manager game (e.g. Premier Manager)? The PC's got loads, the GreyStation has a few and the Nintendo's got none. We've got the best footy sim ever in ISS '98 (which I own), so why can't we have the best football manager ever?

Paul, Bolton



Our new look seems to be going down well! Bloody well should do too, it rocks big time! We rule! Yay!

N64 PRO Thanks for the kind words, they're much appreciated. You're one of many that's gagging for a footy management game, and while I can't say too much at the moment, I can tell you that you might not have to hang on for to much later. There might, just might be an announcement any time now about an N64 version, but if I say any more I'll be in big trouble!

Supply and Demand

I love your magazine and I reckon I am your number one fan! I trust your decisions 100% and believe everything you say when I buy (or rent) a game! I have to complain about one thing though – WHY DO YOU GIVE AWAY SO MANY DAMN CHEAT GUIDES AND BOOKS? It's very stupid and extremely frustrating!

I started buying your magazine three months ago and I am hooked! You are the best magazine, because the official ones are crap because they are just paid to say everything is excellent! At least you speak your mind! Your reviews are top, your database excellent and your CheatZone 100% (usually). The perfect qualities for the perfect magazine!



This is the first time I have ever written to any magazine, so please print it! If you do I'll adore you forever!

Stephen Gage, London

N64 PRO Thing about guides is Stephen, the vast majority of you lot can't get enough of 'em! Remember that reader survey we did in issue 17? Well, when we got the results back 88% of people who responded were either happy with the amount we were doing or wanted more! Only 12% thought we did too many! And you just can't argue with figures like that! And only 3% thought free tips and guide books were anything less than 'brilliant'! So it looks like you're stuck with them I'm afraid. Glad to hear we're your number one choice though! Ever since we redesigned we seem to be getting a lot of people saying that...

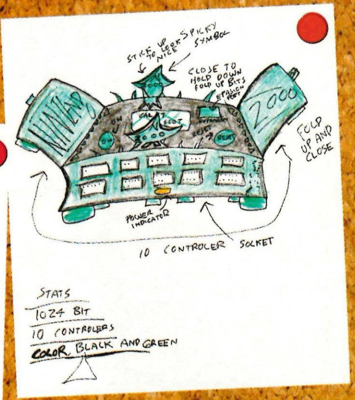


Left: Cheats books: Love 'em or hate 'em? Let us know!

Readers Gallery



Show Scoop your art. He'll have a sniff and if he likes it – bingo!



Dave ▶ Dave's vision of how the N2000 might look. Wow!



StephenBain (12)



◀ W Brewer



◀ Faye Powers (11) & Jamie Aiken (10) (taken from their design for a game called World Savers)



Jesse Cunningham, London (Unfortunately we could only print a small extract of Jesse's excellent Lylat Wars inspired comic)



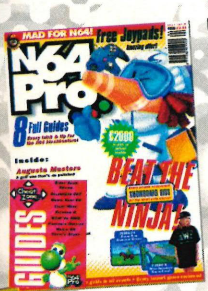
Unknown artist ▶ (Seriously warped, we reckon)

Keep 'em coming!

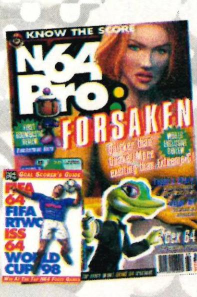
We love to get your letters, drawings and just about anything you fancy sending us, so keep it up! Remember though, we get loads each month, and you massively increase your chances if you bung a photo in the envelope too!

BACK ISSUES:

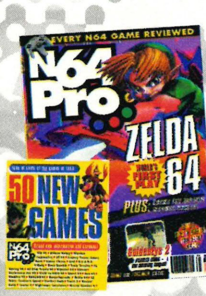
Each back issue costs £4, (there's only a few left!), so fill in the form and send it off with your chosen method of payment. Get a move on while stocks last...



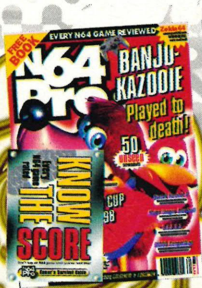
Issue 6 April
Cover: Snowboard Kids
Inside: Famista 64, Rampage Augusta Masters, NBA Pro '98, Tohkon Road, Virtual Hiryu No Ken
FREE: **Cheat Zone Guides** Special Part 1



Issue 9 July
Cover: Forsaken
Inside: Forsaken, Bomberman Hero, Powerful Pro Baseball, NBA Courtside, Rampage World Tour, Gex 64, Earthworm Jim 3D
FREE: **Footy Guide book,** Free stickers



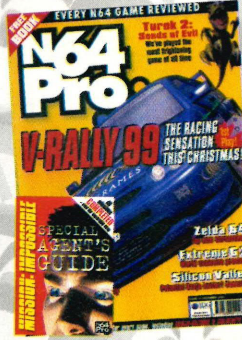
Issue 10 August
Cover: Zelda
Inside: E3 special issue: featuring all the games you'll be playing over the next 12 months. Plus, All Star Baseball
FREE: **50 new games book**, plus the final set of free stickers



Issue 11 September
Cover: Banjo-Kazooie
Inside: Banjo-Kazooie, ISS World Cup '98, Mortal Kombat 4, Virtual Chess, MLB Starring Ken Griffey Jr.
FREE: Know the Score book **(Gamer's survival guide)**



Issue 12 October **Cover:** F-Zero X **Inside:** F-Zero X, Mission: Impossible, 1080° Snowboarding, ISS '98, Dezaemon 3D, Star Soldier, Castlevania 3D, Gex 64, Glover, Earthworm Jim 3D and Part 1 of the Banjo guide
FREE: Are You **Britain's Top Gamer**? A **challenge book** where you can win fame, fortune and loadsa games!



Issue 14 December
Cover: V-Rally Edition '99
Inside: NFL Blitz, NASCAR, Gex 64, Super Robot Spirits, Pocket Monsters Stadium, Alice Trump World, Turok 2, Extreme G2, Silicon Valley
FREE: **Mission: Impossible Special Agent's guide** book. All the maps! All the tips and cheats!



Issue 16 January
Cover: Silicon Valley
Inside: Zelda: Ocarina Of Time, Turok 2, Wipeout 64, S.C.A.R.S., Extreme G2, Silicon Valley, Let's Smash, QB Club '99 and our Zelda guide part 1
FREE: **1999 calendar**, filled with the cream of N64 games for 12 month's of constant drooling

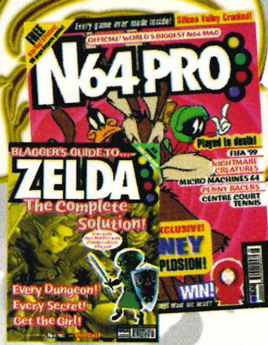
Issue Nineteen April **Cover:** Rayman 2
Inside: Rayman 2 exclusive first look. Reviewed: **Mario Party, Castlevania, Smash Bros, All Star Tennis** and **Virtual Pool**. Complete **Rogue Squadron** guide, final part of our **Silicon Valley** guide and the first part of our handy **Glover** guide

FREE: **Blagger's guide to Turok 2** – a complete full-colour guide to this tense throat-ripper





Issue 17 February
Cover: South Park 64
Inside: Star Wars: Rogue Squadron, Top Gear Overdrive, Rush 2: Extreme Racing, Knife Edge, Bust-A-Move 3DX, South Park 64, Holy Magic Century, Rakuga Kids, NBA Jam '99, NHL Breakaway '99
FREE: A **video guide** to N64's **essential games** of '99



Issue 18 March
Cover: Looney Tunes
Inside: FIFA '99, Nightmare Creatures, Micro Machines 64, Penny Racers, Centre Court Tennis, Space Race, Tasmanian Express, Duck Dodgers, V-Rally Guide, Body Harvest guide (final) and Silicon Valley (part 1)
FREE: **Zelda: The complete solution**, every dungeon, every secret, get the girl!

Write, enclosing a cheque or postal order for the appropriate amount, to: N64 Pro Back Issues, Freepost, IDG Media, Media House, Adlington Park, Macclesfield SK10 4YE

N64 PRO Back Issues order form

☐ Issue 6 £4 ☐ Issue 9 £4 ☐ Issue 10 £4
☐ Issue 11 £4 ☐ Issue 12 £4 ☐ Issue 14 £4
☐ Issue 16 £4 ☐ Issue 17 £4 ☐ Issue 18 £4
☐ Issue 19 £4

Please make cheques & postal orders payable to IDG Media

I wish to pay by: ☐ *Cheque* ☐ *PO* ☐ *Credit Card* Total £

C/Card: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ *Exp:* ☐☐☐☐

Name ....

Address ....

Postcode .... UK orders only. Block capitals please

Signature ....

Send to: N64 Pro Back Issues, Freepost, IDG Media, Media House, Adlington Park, Macclesfield SK10 4YE

The mutts nutts or doggy doings? What do YOU think of your games?

READER'S: REVI

Reckon you know your N64 games inside out? Think you can put our reviews to shame (you've already got Mark panicking, afraid that you'll do him out of a job)? Send in your game reviews for your chance to star in a section of the mag written entirely by YOU!

Banjo-Kazooie



What WE said



"Rare have lovingly created an absolutely humongous world that's jam-packed with rich and varied textures, along with a huge number of toe-tappingly cheery tunes to accompany you along your way!" STEVE

What YOU said



"Banjo Kazooie is one of the best games ever. The characters and levels are great. It's up there competing with Zelda and Mario as the best game on the N64"
Kevin Bibey, Kent



"Cool, excellent, exciting, hot, challenging, fabulous, smashing, colourful, classy, enthralling, supreme fun, immense quality, premium, super brilliant... (okay, we get the message!)"
Peter Walker, Jersey (Age 11)



"I think the game Banjo Kazooie is great because it has loads of playability and it takes ages to complete. Controls are easy to use and I give it 92%"
Ben King (Age 12)



"Banjo Kazooie is great at the very first time, but when you have completed it, it starts to get crap! But I think it's great. (Hmm, very decisive Michael)"
Michael Mann (Age 13)

F1 World Gra

What WE said



"Buy F1 WGP if you have any interest in driving games and simply enjoy exciting, hugely challenging, and amazingly, realistically handling race games, because that's what this is. You MUST buy it if you're an F1 nut who's after THE definitive F1 racing sim, because again, that's what this is. But most of all buy it to prove to all those PlayStation owners just who really does have the best console on the planet. PlayStation. Pah!" NOELY

What YOU said



"This game is so great. It drives well, and has loads of tracks. It's so smooth you will think you're watching ITV on Sunday. This game will go far"
Dean Bradley (Age 15)



GoldenEye 007

What WE said



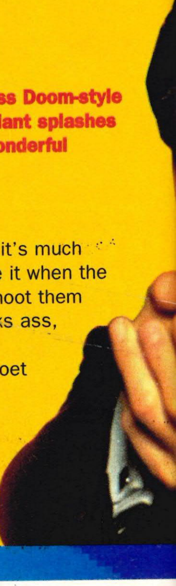
"A brilliant Vodka Martini mix of top class Doom-style action, with a superb, film inspired storyline and some brilliant splashes of invention from the Rare team make GoldenEye a truly wonderful cocktail" NOELY

What YOU said



"In the beginning, when you get a gun, you can walk up to someone and shoot them in the privates. It's funny watching them crouch and die in pain"
Nicky Bettesworth (Age 11)

"GoldenEye is the best, it's much better than the rest. I love it when the bad guys cry, when you shoot them in the eye. GoldenEye kicks ass, so there" (Cheers Ross, a budding Poet definitely)
Ross Thomas, Cowdenbeath (Age13)



EWS

nd Prix

“Definitely worth its price. F1 Accelerates away from all its rivals. It's well worth the 94% score you awarded it. F1 has two words for the opposition. Eat Dust!”
Craig Thompson, Lancs (Age 14)



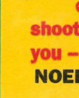
“All the tracks and drivers. A superb 64 racer that leaves GreyStation engines in the pits. At last you can barge Schumacher off the track in this amazing racing simulation”
Steven Birtwell, Essex (Age 14)



“F1 WGP is an amazing game. Loads better than F1 Pole Position. The graphics are cool and it doesn't slow down in two player mode. Nice stuff from Nintendo. (Love the picture Alan)”
Alan Selby, Nunthorpe (Age 9)

Star Wars: Rogue Squadron

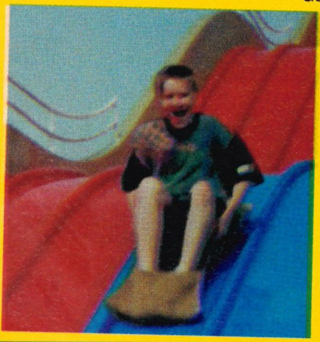
What we said:



“Rogue Squadron is the stuff of most lads' dreams (and I don't mean that mucky one where you get to cover Caprice in chocolate and lick it off). It's a stunning (both graphically and sonically), action-packed, challenging (though not too brain taxing) shoot'em-up. And if all that isn't enough to convince you – it's Star Wars for Christ's sake!”
NOELY

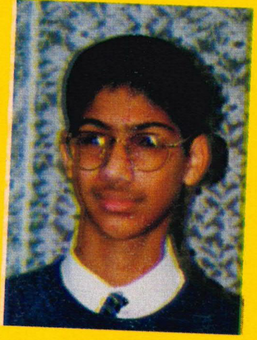
What YOU said

“Rogue Squadron is a classic. Superb graphics, terrific gameplay, John William's unforgettable score, Empire kicking sound effects and more battles than Yoda can shake a stick at. Roll on Episode 1”
Ben Goodwin, York (Age 14)

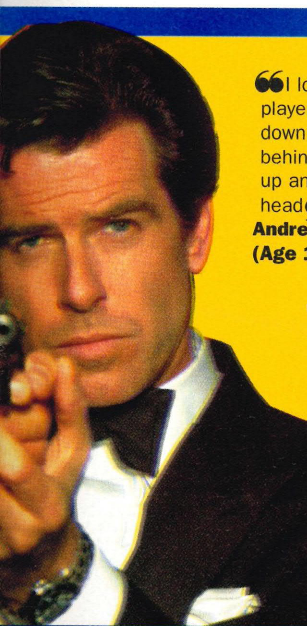


“An amazing game. Great graphics, cool sound. The game is pure genius, except that it's only one player. Apart from that, a must buy. I've got it and I'm addicted”
Martin Gibbons, Reading (Age 13)

“Rogue Squadron is Brilliant with a capital B. Graphics, brilliant. Gameplay, brilliant. Machines, brilliant. Once you're on it, you are in a different world. No wonder, it's ace in space. Brilliant! (Cheers for that Kasim, though you've clearly been watching the Fast Show too much)”
Kasim Rajput, Oldham (Age 12)



“...you can walk up to someone and shoot them in the privates”





“I love GoldenEye on multi player because I love crouching down, then going up to someone behind their back, then getting up and shooting them in the head”
Andrew Payne, Worthing (Age 13)



“Realistic, brilliant graphics, good sound effects. All my mates love it and so do I. It's so good, I reckon they should make Tomorrow Never Dies. I give it 100%”
Sam Jones, Warwickshire (Age 11)

ISS 64

What we said:



“In buying ISS 64 you can be secure, (smug even) in the knowledge that you currently own the finest football game there is. It looks, sounds and more importantly plays like an absolute dream. Compared with the competition it's a whole new ball game. None even come close to being as impressive looking, as realistic, or as playable as this game is” **NOELY**

What YOU said:

“This game is cool. Cool graphics, gorgeous gameplay. Buzzin' tactics, which are extremely clever. Cosmic commentary. The only let downs are the player names and options. Buy it now, it's adorable”
Trevor Walker, Morecambe (Age 15)





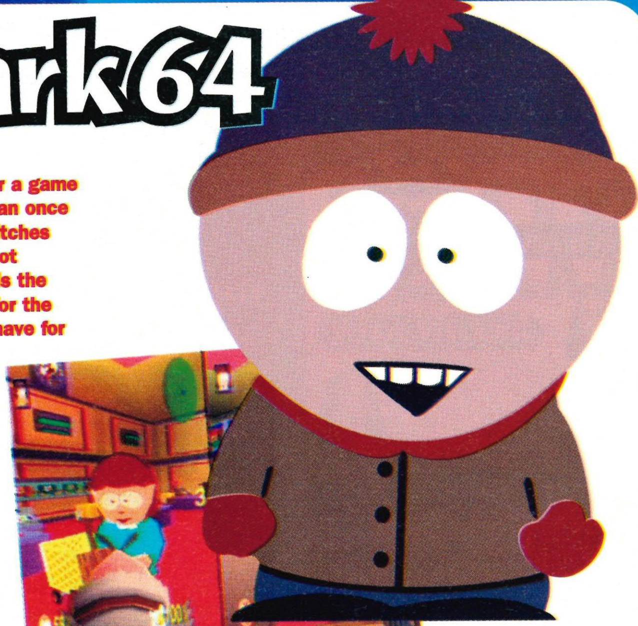
“Brilliant because it has great graphics, gameplay, commentary and sound. The best option is 'edit player' where you can change the names to the real ones and rip off FIFA”
Aelred O'Doherty, Peterborough (Age 16)

“Konami really have produced the goods this time. The graphics are fantastic and the scenario mode is top. ISS 64 guarantees months of happy gaming. You enjoy football? Just buy it”
Ben Windle, Manchester (Age 9)



READER'S REVIEWS

SouthPark64



What WE said



"I can't remember a game ever making me laugh out loud more than once or twice, but South Park has me in stitches every single time I play it. Okay, it's not innovative, but the multi player game is the best around, and more than makes up for the one player game being a bit samey. A must have for fans and a good laugh for all" **STEVE**

What YOU said

"The game called SouthPark 64
with any other game wipes the floor
It's really, really cool
will make your friends drool
cos they'll always be wanting to play more"
D Troit, London



"SouthPark was made by Acclaim which I thought was a very good name. Kenny is dead, give us his head and just give me the bleedin' game"
Craig Wilcox, Manchester (Age 13)



"This game is definitely a close encounter of the N64 kind. It's overflowing with hilarious comments and gameplay. Definitely a winner. Yeah I want SouthPark 64"
Ben Tamblina

Turok

What WE said



"Turok 2 grabs you by the throat and refuses to let go. The graphics are fantastic, the animation's amazing and the sound's so good you'll cack your keks. The game's monstrously huge and each level is crammed full of places to go and dinos to destroy. To top it all, Turok 2's drenched in enough of the red stuff to start a blood bank. What more could you ask for. Just buy it!" **MARK**

What YOU said:



"Turok 2 is brill. Loads of blood, cool graphics and sounds. Excellent multi player, much better than GoldenEye. Different characters and some really awesome weapons. Turok 2 is the best game in the world"
Joe Tingley, Horsham

"The most enjoyable, frustrating, bloodthirsty, violent, funny game I've played. So far it's worth buying just

"Dinosaur! Blam, blam, blam. Nheahaha. Come get some. This will be you after playing Turok 2"

WWF Warzone

What WE said



"Not only is this the best looking and sounding wrestling game on the N64, it also plays the best. If there was a fight between Warzone and WCW vs NWO, after much posturing and yelled threats, the outcome would ultimately be a clear knockout victory for the Acclaim title"
NOELY

What YOU said



"It's the best wrestler on the N64. All the people look like they do in real life. It's joint best game I have along with Zelda and Silicon Valley. 98%"
Andrew Massicks, Cumbria (Age 11)



"Warzone is a gripping game. All your favourite WWF characters to choose from. Loads of cheats to get. You'll still be playing it even after you've completed it. Ace"
Simon Porter (Age 12)



"WWF Warzone is a great wrestling style beat 'em-up with great graphics and a cool speed. It's got an ace multi player mode so you can give your mates a good kicking"
Dan Roper (Age 14)



"It's a great game because of the excellent multi player facility. I personally think it's great on Royal Rumble as are the different features you can use to create your player"
Tom Young (14)

2: Seeds of Evil

to see the dinosaurs come apart. And the graphics, well, well, well...”
Mr Hyde, Tidworth

“Dinosaur! Blam, blam, blam. Neahahaha. Come get some. This will be you after playing Turok 2. The multi player kicks GoldenEye's arse. It gets 97% at least. Back to blasting Dino's. Bye!”
David Fleischmann, Edgware



“Turok 2 is one of the best shooting games around. The graphics are unbelievable and there are loads of levels and weapons to try out. I'm never bored of it. It's excellent value”
Adam Sara, Cornwall (Age 13)



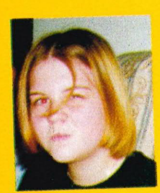
“Turok 2 has got to be one of the best games ever. Watching the cerebral bore drain a dinosaur's brain fluid, before exploding, especially with hi-res on is ace”
Josh Beswick, Widnes (Age 11)

“An essential purchase with huge levels, superb weapons and enemies who are very scary. Get your mates in for the multi player mode, as it's really addictive”
Matthew Bullman, W Yorks (Age 16)



“As you enter the realm of the Primagen you know you'll keep playing again and again, and again, collecting keys and slaying dinosaurs in your quest to open more and more doors”
Simon Blower, Liverpool (Age 11)

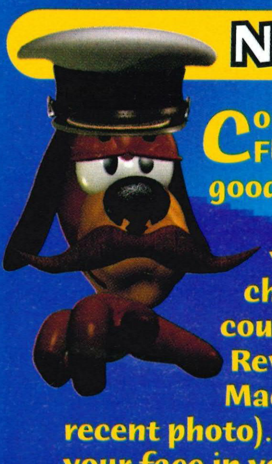
“A piece of gaming genius. Blood, guts and raptors heads everywhere. I would recommend it to anyone 'cos it's graphical splendour. An example of Acclaim's heart for gore”
Jamie Hill, Oxon (Age 13)



“Turok 2, it's about as good as poo
I thought it'd be cool but then i'm a stupid moo
Well, shoot me
(This is supposed to rhyme by the way – though you'd never guess)”
Jo Burgon, Swindon (Age 13)

“The best dinosaur game ever. Makes Doom and Hexen look like two lemons. It's a dinosaur sized step upwards from Turok. The expansion pak makes the graphics look like silk”
Adam Broadbent, London (Age 15)





N64 Pro needs you!

Congratulations to David Fleischman for his 'monstrously good' Turok 2 review. He wins a Pro Crew membership. If you think you could do better. Just choose any N64 game, fill in the coupon and post it to 'Reader Reviews' N64 Pro, Freepost 3038, Macclesfield SK10 4YE (with a recent photo). If it's good enough, we'll stick your face in your favourite mag!

Name

Address

Postcode Age

The game I'm gonna review is...

And here goes...

Score %



There's nothing we like more than playing with our little handheld toys (Noely rarely does anything else!), and seeing as how absolutely loads of you have great fun with yours too we thought it was about time we devoted a section of N64 Pro to our favourite finger based pastime. But they wouldn't let us, so we had to do some stuff on Game Boy Color instead!

WHAT'S THE SCORE

TOP STUFF!

If you see this happy little fella at the end of a review then you'll know that we absolutely love it. If you had any doubts about whether to buy the game or not then this chucks 'em right out the window!



NOT BOTHERED!

Hmm. We're not too sure we like a game that gets this unsure character. Read the review properly, maybe it only appeals to certain gamers, or maybe we've just seen it all too many times before! Think long and hard before investing in one of these!



WELL ROPEY!

No! No! No! Bobbins. Not good enough. Poor. Dirt. Rubbish. Atrocious. Bollo... Well, you get the picture! See this unhappy chappy at the arse end of a review and you'll know to leave your cash in the much friendlier home of your wallet/back pocket!



Conker's Pocket Tales



AFTER a flashy performance in Diddy Kong Racing, Conker is ready to flaunt his puke-inducingly fluffy tail in a starring role on Game Boy Color. Based on Rare's upcoming 3D adventure Twelve Tales: Conker 64, Pocket Tales is an overhead-perspective action/RPG title with gameplay that reminds us of Link's Awakening (a bit).

Never ones to rush into releasing duff stuff, Rare was inspired by the release of Game Boy Color and decided to extend its production time to produce the colourful screen shots you see here. Conker's Pocket Tales remains dual compatible with any Game Boy unit, but Game Boy Color is the only way to visit Conker's cartoony world. To rescue Berri and recover Conker's stolen birthday presents, you'll have to guide the squirrel through sprawling levels filled with a variety of subgames and hidden secrets. According to Rare, this diminutive Pak holds a whopping 20 hours of gameplay! Don't worry though, three battery-backed save slots will ensure that you don't have to play all 20 hours at once! We'll be reviewing this little beauty next issue!

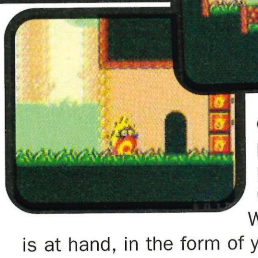
Out May £19.99
Published by: Rare

Warioland II

REVIEW



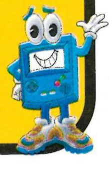
WARIO, or Wazzer to his mates (of which there are few, him being a nasty fella!) is a bit of a magpie. He just loves the shiny stuff, and his horde of gold is the envy of all the creatures, good and bad, that inhabit MarioWorld. So obviously Wario spends a lot of time and effort protecting his gleaming nest egg and keeping it locked far away from any grabbing hands. But disaster! The dreaded Black Sugar gang have nipped past his security devices and pinched his pots of cash! Oh no! Poor Wario! But help is at hand, in the form of you and your shiny new Game Boy Color! Work your way through Warioland II's masses of cunningly constructed levels and help reunite the possessed podgy plumber with his dosh!





Out Now £19.99
Published by: Nintendo

Verdict... Great stuff! **Easily a match for any 2D platformer on the N64 and the perfect way to turn a tedious trip into a joyous journey! Be warned though, this is just the same as the original Game Boy classic with some swanky new colours chucked over the top to make it more pleasing on the eye! A true gaming classic though!**



REVIEW The Smurf's Nightmare

Out Now £19.99
Published by: Infogrames



Now here's a novelty. One of the few Game Boy games that isn't backwards compatible! Exclusively Game Boy Color, Smurf's Nightmare is as good a reason as you could ever need to invest in an upgrade to your favourite handheld pastime! It's, unsurprisingly, a platformer, and equally obvious is that it features those half-naked blue bast... er, blighters, the Smurfs! And of course their arch enemy Gargamel, scourge of all the Smurf's. Boo! Hiss! Etc. He's worked a magic spell, and put almost all your friends to sleep, trapping them in their own nightmares! Scary stuff. You play Hefty Smurf and must work your way across 16 Smurfy stages waking your mates up from the nasty dreams they're currently having!





Verdict... Some of the best graphics yet seen on the GB Color, ultra responsive controls and some of the most nail bitingly frantic platform action we've ever experienced make this another 'must-have' cart. With real pick-up-and-playability this is a game that will delight both nippers and nans! Now where did I put that seven inch Dippity Day single...

REVIEW Game & Watch Gallery 2

Out Now £19.99
Published by: Nintendo



IF YOU added up the ages of the five games in this second Gallery you could say that this cart is a hundred years old! Each one came out first around twenty years ago! And it shows! The five games appear exactly as they were back then and in a bonus modern day rendition featuring your favourite Nintendo characters. A quick roll call, although their names will probably mean little or nothing to you (with one notable exception), tells you that Parachute, Helmet, Chef, Vermin and everyone's favourite Donkey Kong are the games. All good stuff, but it's difficult to see anyone under the age of 30 really getting excited by this little lot...





Verdict... Most of you are probably too young to remember the Game & Watch craze of 'olde London town', but this little cart is steeped in Nintendo history. But without the dewy eyed longing for yesteryear that the programmer's obviously feel towards it, this turns out to be a massive let down. Primitive, simplistic and, well, boring to be honest...

REVIEW The Legend of Zelda: Link's Awakening DX

Out Now £19.99
Published by: Nintendo





THE classic returns, not just in full glorious colour but with a whole brand new dungeon to adventure in! Link has been stranded on the mysterious island of Koholint, far, far away from Hyrule and must investigate ancient mysteries and explore dark and dangerous dungeons if he's to ever even hope to get home (does he ever do anything else?)! Anyone who's played The Ocarina of Time on the N64 will feel a strange sense of déjà vu at times, but don't panic, you need to remember that the GameBoy was the inspiration for much of what went on in 'the best game of all time'!





Verdict... Everyone should own this game, and there should be no discussion about it! You'll be playing it for years and there's always something new to do or a new location to lose yourself in! Make sure you've got a good supply of batteries (or a power supply), cos you'll go through them like Man City through the Burnley 'defence'!

REVIEW Bugs Bunny & Lola Bunny

Out Now £19.99
Published by: Infogrames



BUGS and Lola get a nasty surprise when they return home one night. Their carrot patch, once packed to bursting with crunchy orangey goodness is now completely bare! Who would do such a thing? But wait! Footprints! And they look like Daffy Duck, Elmer Fudd, Yosemite Sam, Marvin the Martian and the Tasmanian Devil's tracks to me! Could this be a clue? You'll have to explore five Looney Tunes universes to find out, collecting super carrots and using your ears to fly and reach difficult locations along the way. At any time you can switch between Bugs and Lola, and both have different special abilities, so if you can't suss out how to get by a certain obstacle with one you can always give the other a go. Are you up to the challenge?





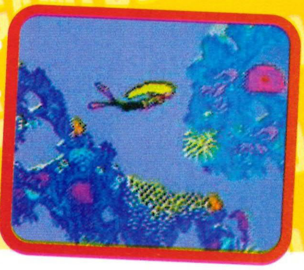
Verdict... Another cracking platformer, although not quite in the same league as Warioland II. The chance to switch between Bugs and Lola adds an extra dimension though, and some of the puzzles will have you scratching your head for ages! Plus you get to meet all your favourite characters too! What are you waiting for? Get playing!

GAMEBOY COLOR

NEWS What is it with Nintendo and making stuff rumble? Latest to get the shakes is the GameBoy Color, thanks to a new cartridge design! First game to use it with be Pokémon Pinball which will come on a vibrating cart! Top idea! And the game looks pretty smart too! It's out in July, and we'll review it as soon as we can get our hands on one! Can't wait!



NEWS A game for all you ladies out there has to be Barbie: Ocean Discovery (Noely's already requested the honour of doing the review, the big girl!). As you can see from this screenshot it looks a bit of a corker, but you're going to have to hang on for a couple of months before you can get your hands on Barbie's assets!



N64 PRO DATABASE

It's better than a blind date with Buffy, faster than the Thrust 2 rocket car with faulty brakes and more fun than a season ticket to Alton Towers. Stacks of info on every game ever made and sorted into groups so you can easily spot the games that rock - Mark

How it works



The name of the game
Who's responsible
What's it like?
0 to a 100! What's it worth?
Take a look for yourself
The Sore Thumb Award! Only the finest games need apply
When was it reviewed? Newer games are usually better (but not always!)

SHOOTING

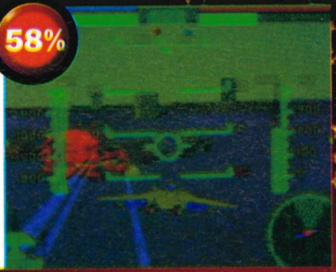
Uzi 9mm: GoldenEye 007 96%
Water Pistol: Star Wars: SOTE 59%

Aerofighters Assault — 58%

Titus

Get into your jet and take to the skies in this aerial shooter from the makers of Pilotwings. We had high hopes for this one, but the blend of flight sim' and shoot'em-up barely takes off, let alone strikes against the enemy. More a case of Top Goon than Top Gun as you plod around the skies randomly searching for bad guys. Stick with Pilotwings for all your flying action.

Issue 4, Feb '98



Body Harvest — 93%

Gremlin

The world's been taken over by evil aliens who are set to scoff the human race out of existence. Your only hope is to travel through time blowing the nasty blighters back into space. Body Harvest's a stormin' shoot'em-up with thousands of vehicles and tons of guns. It's also a huge adventure with RPG elements that combine to make this a truly epic game.

Issue 15, Christmas '98



Sore Thumb Award winner

Buck Bumble — 70%

UBISOFT

Take control of a not-so-humble bumble bee and kick off in a fight against the almighty insect herd. Everything looks huge as you roam around the garden as a tiny insect, but despite having a wealth of good ideas and plenty of novelty value Buck Bumble failed to deliver the goods. The graphics are great, but all the brilliant design is lost amongst the terrible amount of fogging.

Issue 13, Nov '98



Doom 64 — 71%

GT Interactive

The original first-person shoot'em-up hits the N64 in style. All Doom's trademark guns and monsters are now portrayed using the N64's lush graphical capabilities and it looks better than ever. Many people think this is the best shoot'em-up ever made, but it's well past its prime and the basic gameplay is too simple when compared to the other N64 shooters.

Issue 3, Jan '98



Duke Nukem — 80%

GT Interactive

Duke Nukem is murderous mayhem in a fast and frantic style as you take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans. But be warned, nobody does it better than Bond, so get GoldenEye first. If Bond's not enough for you then have a word with the Duke.

Issue 3, Jan '98



Forsaken — 90%

Acclaim

A stunning 3D shoot'em-up that flew into the office and promptly received a stamp of approval. Imagine Quake 64 with flying bikes and incredible realtime lighting effects. The graphics are amongst the best we've seen on the N64. The one player game is excellent thanks to some really great artificial intelligence and the multi player game's not bad either.

Issue 9, Jul '98



Sore Thumb Award winner

GoldenEye 007 — 96%

Nintendo

The smoothest secret agent of all time comes to the N64 in the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels (with three difficulty settings) that require ingenuity, sharp shooting and a cool head. GoldenEye's won awards for its brilliance and it fully deserved them. Go out and buy this game now! Right NOW!

Issue 1, Dec '97



Sore Thumb Award winner

Hexen — 66%

GT Interactive

A medieval version of Doom that replaces the hi-tech weapons with maces and magic. Old fashioned in every aspect with blocky garish graphics and tired gameplay. Even Doom 64 is better than this and that's starting to look a bit long-in-the-tooth on the all powerful N64. Get the more modern GoldenEye and leave this ancient blaster back in the Middle Ages.

Issue 3, Jan '98



Lylat Wars

91%

Nintendo

This sequel to the stunning Starwing on the SNES is a perfect example of how to update an old classic. Lylat Wars is an absolute stunner that breaths new life into shoot'em-ups with excellent cut scenes, breathtaking graphics, tons of atmospheric speech and brilliant sound effects. You just can't fault a game this good. Outstanding work from the big N'!

Issue 2, Xmas '97



Sore Thumb Award winner

Star Wars: Rogue Squadron

92%

Lucasarts/ Nintendo

This sort of thing is what the N64 was made for. Become Luke Skywalker and use the force of your N64 to smash up the Evil Empire. The hi-res graphics are to sell your granny for, and the amount of detail on the ships and planets is breathtaking. And you'll never believe how satisfying it is to take out an AT-AT with your snowspeeder's grappling hook!

Issue 17, February '99


Sore Thumb Award winner

Knife Edge

52%

Kemco

Whoops! Who let this escape? Imagine a light gun game that doesn't play with a gun but uses the control pad to move a cursor around the screen. Doesn't sound like a screaming success does it? And to prove me right, this poor attempt is boring and far too easy. There are some stunning shooters about, but this isn't one of them. More of a paper cut than a knife edge.

Issue 17, February '99



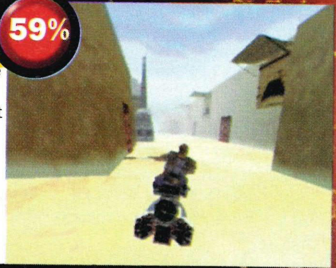
Star Wars: Shadows of the Empire

59%

Nintendo

One of the biggest disappointments so far on the N64. Despite having the best license in the world, this ended up as a hotch-potch of different games that failed to hang together. The only remotely decent part of the game is the first level (flying over Hoth) and that served a higher purpose by inspiring Rogue Squadron to be good. This, however, is the dark side of the force!

Issue 1, Dec '97



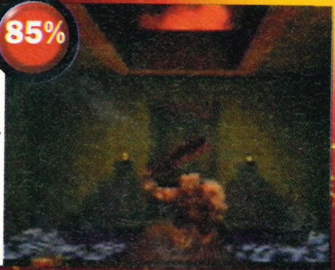
Quake 64

85%

GT Interactive

Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled to the brim with evil creatures, and they're just waiting to be blown to smithereens by your wide variety of large guns. Every bit as good as the 3D enhanced PC version (which was amazing), but still nowhere near the sublime quality of GoldenEye, the best 3D shooter ever.

Issue 7, May '98



Turok: Dinosaur Hunter

83%

Acclaim

The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally obliterating everything. Making dinosaurs extinct is great, but there are too many jumping and platform sections. A great game, but Turok 2 beats this to a dino-pulp.

Issue 1, Dec '97



Robotron 64

65%

Crave Entertainment

A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation to enjoy. The graphics are more than a bit basic these days, but the action is as much fun as it ever was. You run around a square blasting everything in sight. It's a bit too simplistic for most people, but good fun for those ancient enough to remember the original.

Issue 7, May '98



Turok 2: Seeds of Evil

94%

Acclaim

The dinosaur massacre continues in this stunning sequel. The graphics truly are outstanding and your jaw'll hit the floor when you see the animation of the dinos. The atmosphere is brilliant as you run around taking out vicous monsters. Tons of guns and some of the biggest levels ever seen make this one of the best games on the N64.

Issue 16, Jan '99


Sore Thumb Award winner

South Park 64

92%

Acclaim

Best described as Turok 2 with turkeys. South Park is brought to life in this 3D shooter as you run around killing everything in sight with an insane selection of weapons. South Park fans'll love all the sharp humour from the TV show and you'll never believe how much sampled swearing your N64 is capable of. One player's okay, but the four player game is where it's really at.

Issue 17, February '99

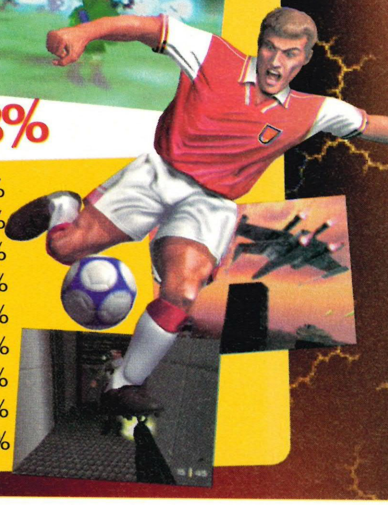

Sore Thumb Award winner



HALL OF FAME

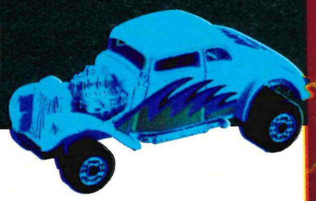
The all new top-ten best games ever. If two scores are the same, team preference comes into effect





1	**Zelda**	**98%**
2	ISS '98	96%
3	GoldenEye 007	96%
4	Banjo-Kazooie	96%
5	Mario 64	94%
6	F1 World Grand Prix	94%
7	Turok 2: Seeds of Evil	94%
8	1080 Snowboarding	93%
9	FIFA '99	93%
10	Star Wars: Rogue Squadron	92%

RACING



Ferrari F40: F1 World Grand Prix 94%
Robin Reliant: Cruis'n USA 41%

1080° Snowboarding — 93%

Nintendo

Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. 1080° is a flawless reproduction of the wet white stuff with beautiful scenery and the finest animation ever seen. The game itself is great fun in both single and multi-player modes and the time-attack and trick sections will have you glued to your N64.

Issue 4, Feb '98



Sore Thumb Award winner

Aero Gauge — 54%

ASCII

Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up that sometimes make the track disappear entirely. It wasn't particularly hot to begin with and now that F-Zero X is out you'd be better leavin' this futuristic racer in the past.

Issue 5, Mar '98



Automobili Lamborghini — 71%

Titus

Unfortunately, the French company Titus seem to have been more inspired by a Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience. F1 World Grand Prix has shown us just how good an N64 racing game can get, so buy that and leave your Lamborghini sitting in the garage.

Issue 4, Feb '98



Cruis'n USA — 41%

GT Interactive

This was good fun in the arcade, but by the time it appeared on the N64 it was old and out of date. The bland graphics and jerky animation were combined with sluggish and unpredictable gameplay to ruin any fun factor the arcade game had. To top it all the cruise (and the entire game) can be completed in less than five minutes. Cruise past this game in the shops.

Issue 6, Apr '98

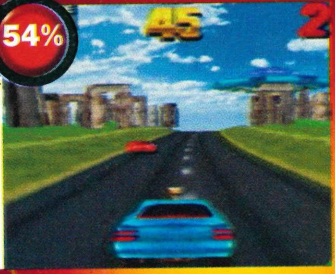


Cruis'n World — 54%

Nintendo

Far better than its predecessor (Cruis'n USA), but still not good enough to cut it on the N64. Cruis'n World is firmly based in an arcade-style that places entertainment above reality with wheelies and jumps. The graphics are a vast improvement, but this only highlights the poor gameplay. Dull to play and still too easy to finish. Don't book a place on this cruise!

Issue 13, Nov '98



Diddy Kong Racing — 91%

Nintendo

Jaw-droppingly outstanding, DKR takes Mario Kart 64 and improves it in every way. Fantastic graphics, great gameplay and you get to race karts, planes and hovercraft through a huge variety of tracks. The single player mode is an interesting adventure that's a real challenge and the multi-player game is one of the best ever made. Buy it – it's the law.

Issue 3, Jan '98



Sore Thumb Award winner

Extreme G — 83%

Konami

Ride futuristic bikes in this blindingly fast racing game. Extreme G is certainly no slacker and on the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game complete with four player racing and battle modes. The sequel is on the way though and that's even better, so it might be a good idea just to hang on for a bit longer.

Issue 1, Dec '97



Extreme-G XG2 — 88%

Acclaim

After F-Zero X and WipEout comes the latest in futuristic racing games. XG2 sees you racing motorbikes from the future up, down and all around. Worth owning in a third-best-but-still-quite-good kinda way. The graphics are especially nice after the bland F-Zero X, but the sensation of speed just isn't there. Get WipEout and F-Zero first, then if you're still hungry, get XG2.

Issue 16, January 99



F-Zero X — 90%

Nintendo

Nintendo's remake of the SNES classic gets off to a flying start thanks to its unrelenting pace, wonderful controls and an amazing four player mode. Each race blows you away with speed to die for, a huge amount of tracks and 30 cars racing all at once. The only downer is the graphics which are decidedly bland. But the stunning gameplay more than makes up for it.

Issue 12, Oct '98



Sore Thumb Award winner

F1 Pole Position — 64%

Ubi Soft

This was an average racer to begin with and the recent release of F1 WGP only highlights how much better a F1 racing game can be. The graphics are bland, the game is boring and the controls are wholly unrealistic. F1 Pole Position sits in the pits whilst F1 WGP takes pole position, stays in the lead and goes on to win the race. Don't confuse the two!

Issue 1, Dec '97



F1 World Grand Prix — 94%

Nintendo

F1 WGP is astounding, and puts all the other racing games we've ever seen on any system to shame. The photo-realistic graphics compliment the stunningly accurate realism and almost sinister attention to detail to the races. This is an F1 fan's dream come true as everything that happened in the 1997 season is magically recreated, but with you behind the wheel.

Issue 13, Nov '98



Sore Thumb Award winner

GT 64 — 78%

Ocean

An average racing game that falls short in almost every aspect. The graphics are okay until they move then everything jerks around like a film from the 1920's. The handling is just plain wrong and it feels nothing at all like driving a car as you just bounce around the walls of the track. If you're after a realistic racer then go for F1 World Grand Prix and leave this alone.

Issue 11, Sep '98



Mario Kart 64 — 91%

Nintendo

Mario Kart makes a stunning debut on the N64 with great graphics and a stunning four player mode. The characters are huge and well detailed and it's great fun to play, but the power-ups make the multi player mode more a game of luck than skill, which can be annoying. Diddy Kong Racing is a better game, but Mario Kart still has a special place in our hearts.

Issue 1, Dec '97



Sore Thumb Award winner

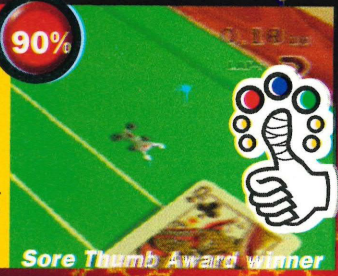
Micro Machines Turbo 64

90%

Codemasters

Toy car racing at its very finest! Everday objects are turned into racetracks in a game that sees you tonning around table tops, screeching over school desks and powerboat racing on the garden pond (avoid the giant frog!). One player's a challenge and there's 48 tracks to tear around. But the real fun is in the multi-player game which sees up to eight players racing. Top stuff!

Issue 18, March '99



Sore Thumb Award winner

Top Gear Overdrive

91%

Kemco

Top Gear returns for a second stab at being the N64's best racing game. The graphics are great (especially if you've got a ex-pak for hi-res) and the cars are lovingly designed. The realism of Top Gear Rally has been abandoned, but this still has a more serious feel to it than a game like Mario Kart. The handling's not perfect. but it's fast and the multi-player game's a lot of fun.

Issue 17, Feb '99



Sore Thumb Award winner

M.R.C

72%

Ocean

One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). There's only three tracks which ruins everything though. By no means the worst N64 racing game we've ever seen, but still far from the best. Get F1 WGP if you're after a serious car racing game.

Issue 1, Dec '97



Top Gear Rally

83%

Kemco

An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland though and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. Not as good as F1 WGP but still one of the best racing games you can buy.

Issue 3, Jan '98



Penny Racers

73%

THQ

Despite having a Santa's sledgeload of original ideas, Penny Racers fails to deliver the presents. Toy cars plod around dreary tracks in this woeful Mario-Kart impersonation. On the upside there's a track editor, so you can ramble around your own creations. You can also build new cars out of spare parts that you get to nick off the losing racers. But it's just too slow and bland!

Issue 18, March '99



V-Rally: Edition '99

90%

Infogrames

Thanks to the power of the N64 this old GreyStation game's been given' a new lease of life. The graphics are better than ever and the huge amount of tracks and tons of cars'll see you racing well into next year. But it'll take that long to get to grips with the outrageously over-sensitive handling. Tricky at first, but amazing once you get into it. Check it out!

Issue 15, Christmas '98



Sore Thumb Award winner

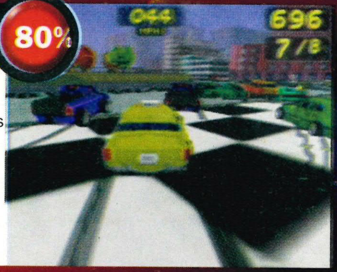
Rush 2: Extreme Racing

80%

GT Interactive

San Francisco Rush is back with a bang and it's better than ever. It still has the same madcap feel of the original, but this time the stupid jumps have been tempered and the steering's been sorted out making the whole game much more fun. It's no Diddy Kong Racing or F1 WGP, but it still manages to entertain anybody who looks past the dull graphics and dismal sound.

Issue 17, Feb '99



Wave Race

91%

Nintendo

Don your wet suit and go jet-ski racing in one of the finest racing games ever to grace a home console. The graphics are wonderful and the water effect is so realistic you want to wear flippers whilst playing. A challenging championship mode, an excellent two player mode and a highly original stunt mode give this a long life. Brilliant stuff!

Issue 1, Dec '97



Sore Thumb Award winner

San Francisco Rush

78%

GT Interactive

Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish, the sound is laughable and the controls aren't perfect, but despite all that this still manages to be one of the most entertaining racing games around. There's plenty of tracks and the two player mode's great fun. Just don't expect anything serious.

Issue 3, Jan '98



WipEout

92%

Midway

You're not short of options when it comes to futuristic racing on the N64. And this is one of the best ones ever made. This takes a PSX classic and gives it the N64 treatment. With better graphics, superb sound and a four player mode this is a brilliant racing game. The N64 control stick improves the steering and with a bit of practice you'll move faster than light!

Issue 16, January '99



Sore Thumb Award winner

S.C.A.R.S.

85%

Ubisoft

Futuristic racing game in which you get behind the wheel of a beast (quite literally!) You get to tear around as an animal of your choice in this odd looking game. The graphics are a treat to behold and the racetracks are crammed with weapons. It just falls short of the greatness achieved by Mario Kart and F-Zero X, but still managed to grab our attention.

Issue 16, Jan '98



Snowboard Kids

84%

Atlus

A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Ton down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible in a downhill race. Not as good as Diddy Kong Racing but still a lot of fun.

Issue 7, May '98



FIGHTING

Jean Claude Van Damme: **Mortal Kombat 4** 85%

Big Girls Blouse: **Mortal Kombat Mythologies** 28%

Bio Freaks

82%

GT Interactive

An absolute bloodbath of a beat'em-up from Midway. Up to two players can hack each other apart limb from limb in Monty Python-esque Black Knight fashion including a ludicrous amount of blood. This beat'em-up got a cheer from most of the N64 Pro crew along with shouts of 'none shall pass' and 'tis but a flesh wound.' Not perfect, but great fun anyway.

Issue 10, Aug '98



Clayfighter 33%

Interplay

Oh dear! What's this deeply poor game doing on our super console? Flat 2D characters are badly animated and combined with abysmal gameplay and sluggish controls. Not the best start and the dubious, and frankly unfunny, attempt at humour doesn't help either. I could go on, but lets just say this should have been 'Kiln at birth' (Get it?) Nevermind!

Issue 4, Feb '98



Dark Rift 71%

Vic Tokai

An early attempt at a beat'em-up on the N64 which is by no means the worst, but certainly not the best. The characters are interesting, but the graphics are bland and the gameplay is shallow and uninvolving. It's fun at first but soon becomes a bore. Dark Rift was never the best N64 beat'em-up and these days Fighter's Destiny and MK4 beats this into a pulp.

Issue 2, Xmas '97

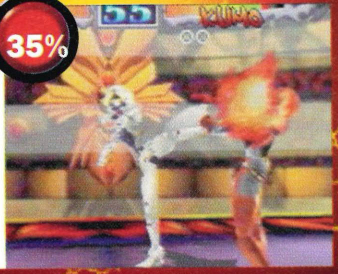


Dual Heroes 35%

Hudson Soft

Power Ranger look-a-likes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pug-ugly and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort. Do yourself a favour and choose a better beat'em-up.

Issue 5, Mar '98

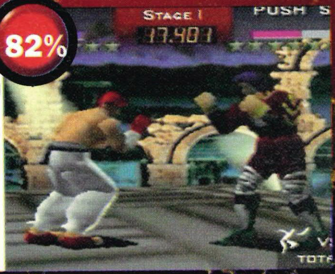


Fighter's Destiny 82%

Ocean UK

A great fighting game with a true arcade look and feel to it. The graphics are a bit bland but apart from that this is one of the best beat'em-ups you can buy. Mortal Kombat 4 is slightly preferred in the office but that's only because we're suckers for the blood and gore. If it's top-notch fighting action you're after then you can't go wrong with either game.

Issue 5, Mar '98



Mace: The Dark Age 69%

GT Interactive

A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are good and the backgrounds are fully interactive. But Mace still fails to fully deliver the goods and ends up as a rather lacklustre affair. The fun is short-lived and soon wears off.

Issue 3, Jan '98



Mortal Kombat 4 85%

Midway UK

Mortal Kombat finally goes 3D and turns out to be one of the best beat'em-ups ever made. Take control of one of 15 ludicrous nut-jobs and try to disembowel all the other psychos. The trademark blood and gore is splattered through-out the game and it now looks better than ever. The action is fast and furious and it plays just as well as the 2D Mortal Kombat games. Great!

Issue 11, Sep '98

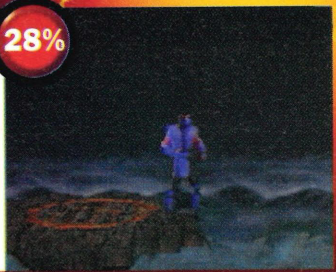


Mortal Kombat Mythologies 28%

GT Interactive

A horrible mixture of beat'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard (they'd look bad on a SNES) and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 40 quid for this is laughable. Do yourself a favour and steer clear.

Issue 6, Apr '98



Mortal Kombat Trilogy 48%

Midway

The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. The 2D MK games were always a bit clumsy but these days it they look completely out of place on the N64. Even if you're fanatical about Mortal Kombat there's no reason to buy this now that MK4 has been released.

Issue 1, Dec '97



Nightmare Creatures 79%

Activision

It's got blood, gore and things more hideous than Noely's nose-hair! And if that's not enough to put you off, the fact that it's a port of an average PlayStation game might just do the trick! It plays a bit like a 3D platform game with the jumping action removed and replaced with solid sword swiping. It's gory, but the dodgy camera angles and duff controls ruin most of the fun!

Issue 18, March '99

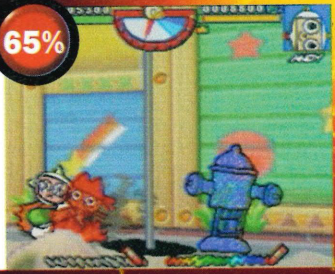


Rakuga Kids 65%

Konami

Just about as a mad as games can get before they are officially carted away by men in white coats. You control the fightin' kids as they transform into tanks, washing machines, 70's disco divas, scissors and so on. Stupid, dumb, but lots of fun. It's quirky rather than good and the fun factor is too short-lived. Rent it out for the night and you'll have a top laugh.

Issue 17, Feb '99



Smash Brothers 85%

NEW ENTRY

Nintendo

Mazza and his mates stop being cute and kick off in the biggest scrap since Millwall FC decided to throw a 'bring a bottle party' for its fans. In an amazing twist on all other fighting games, up to four players can kick off with a Nintendo all-star cast of characters. Basic at times, but a solid fighter with a furious multi player game that'll see you and your mates fighting for months.

Issue 19, April '99



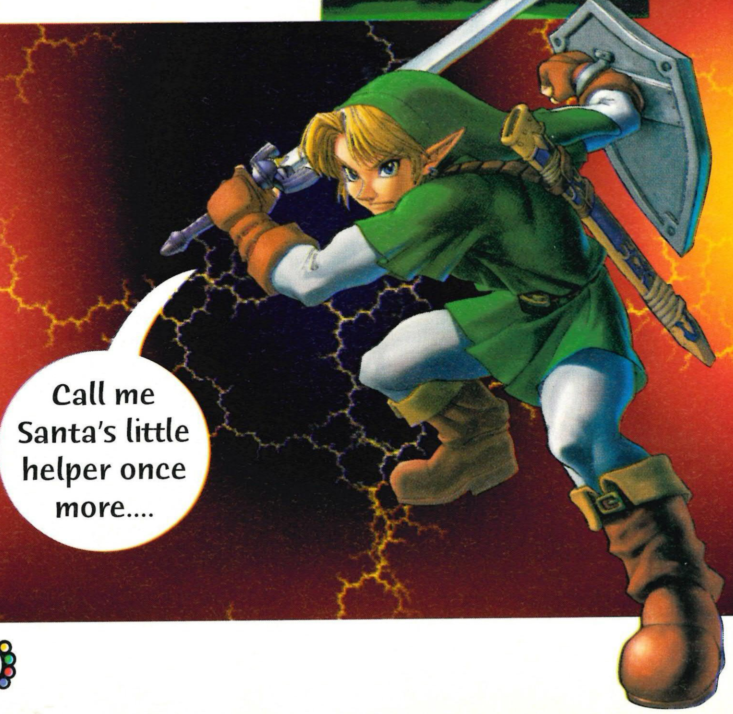
War Gods 38%

Midway

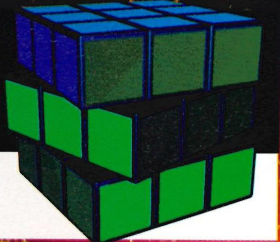
Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves, terrible controls and a complete and utter lack of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Become a pacifist atheist and just say no!

Issue 2, Xmas '97





PUZZLE



Blankety Blank: Wetrix 90%
Family Fortunes: Tetrisphere 60%

Bust-A-Move 2 — 85%

Acclaim

The absolute classic puzzle game makes its appearance on the N64. Take control of two cute dinosaurs as they aim and throw coloured bubbles up the screen in an attempt to get three of the same colours touching so they burst. Simple enough with dated looks, but it's still one of the best puzzle games ever made and fantastic with two players.

Issue 10, Aug '98



Bust-A-Move 3 — 82%

Acclaim

The bubble popping extravaganza heads to the N64 in this wonderful puzzler. Same game as before, but now up to four players can fight it out by popping their bubbles first. The multi player game is better than ever, but the one player's pretty much the same and if you bought B-A-M 2, then you'd be better off buying something else. Just make sure you own at least one version!

Issue 17, Feb '99



Glover — 83%

Hasbro

Let's have a big hand for the N64. Alright, alright, you can all stop applauding now, I was talking about Glover. In this wonderful puzzler you control a white glove through several beautiful worlds. The glove comes complete with a bouncing ball that you throw around. It looks a bit like Mario, but it'll tax your mind more than your ability to hop. Truly original!

Issue 15, Christmas '98



Space Station: Silicon Valley — 92%

Take 2

A wonderfully weird 3D puzzle game. Silicon Valley is a series of Mario-style worlds populated with bizzare hi-tech animals (like the hovering sheep and dogs armed with rocket launchers). You can take control of any animal you encounter to help you through the deviously designed levels. Every bit as odd as it sounds and stacks of fun.

Issue 16, January '99



Tetrisphere — 60%

Nintendo

Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace as you work your way around the puzzles. The game tends to feel a bit bland when compared to the panic-inducing mania of the original.

Issue 5, Mar '98



Virtual Chess — 72%

Titus

Chess hits the N64 and unsurprisingly fails to change our lives. Animated pieces hack each other apart until the novelty wears thin and you switch to the 2D mode – which is identical to every other chess game ever made. Virtual Chess does have an excellent training mode though and your N64 plays a mean game. Worth looking at!

Issue 11, Sep '98



Wetrix — 90%

Ocean

You'll have lots of fun if you get this splashing game. Guide falling Tetris-style blocks to build circular dams and wait for the heavens to open. Then everything becomes manically tense as you try to guide new blocks and water so that nothing is spilt over the sides. Difficult to begin with, but given practice this becomes the best puzzle game since Tetris.

Issue 8, Jun '98



PLATFORM



High Rise Skyscraper: Banjo-Kazooie 96%
Bungalow: Iggy's Reckin' Balls 68%

Banjo-Kazooie — 96%

Nintendo

This game is a work of sheer genius and you simply won't believe your eyes when you see the amazing graphics. You take control of a bear and bird on a quest to save Banjo's sister from the clutches of an evil witch. The levels are huge with tons of detail and loads to do. Like Super Mario 64 but better (need we say any more). Just go straight out and buy it!

Issue 11, Sep '98



Bomberman 64 — 70%

Hudson

The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid blowing yourself to smithereens. The N64 version has a new adventure mode which is great fun and pretty challenging. But Bomberman is famous for the multi player mayhem which was disappointing in this version.

Issue 4, Feb '98



Bomberman Hero — 83%

Hudson

Bomberman is back with a blast in a N64 3D platform game. For the first time ever, Bomberman can jump around a variety of levels turning the traditional run and bomb game into a 3D Mazza-like platformer (with lots of explosions). Much better than the muddling Bomberman 64 but it now lacks a multi-player mode. Nowhere near as good as Mario 64 or Banjo-Kazooie.

Issue 9, Jul '98



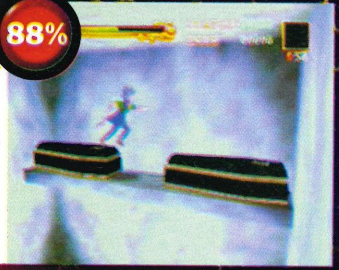
Castlevania — 88%

NEW ENTRY

Konami

The classic SNES whip crackin' platormer makes a welcome return on the N64. Run around dark and moody Transylvania smacking up skeletons, gouging ghouls and battering bloodsuckers. It's a bit too short lived and the end comes far too soon. But, while the fun lasts, this is vampire slaying at its very finest...and there's not an American teenager in sight.

Issue 19, April '99



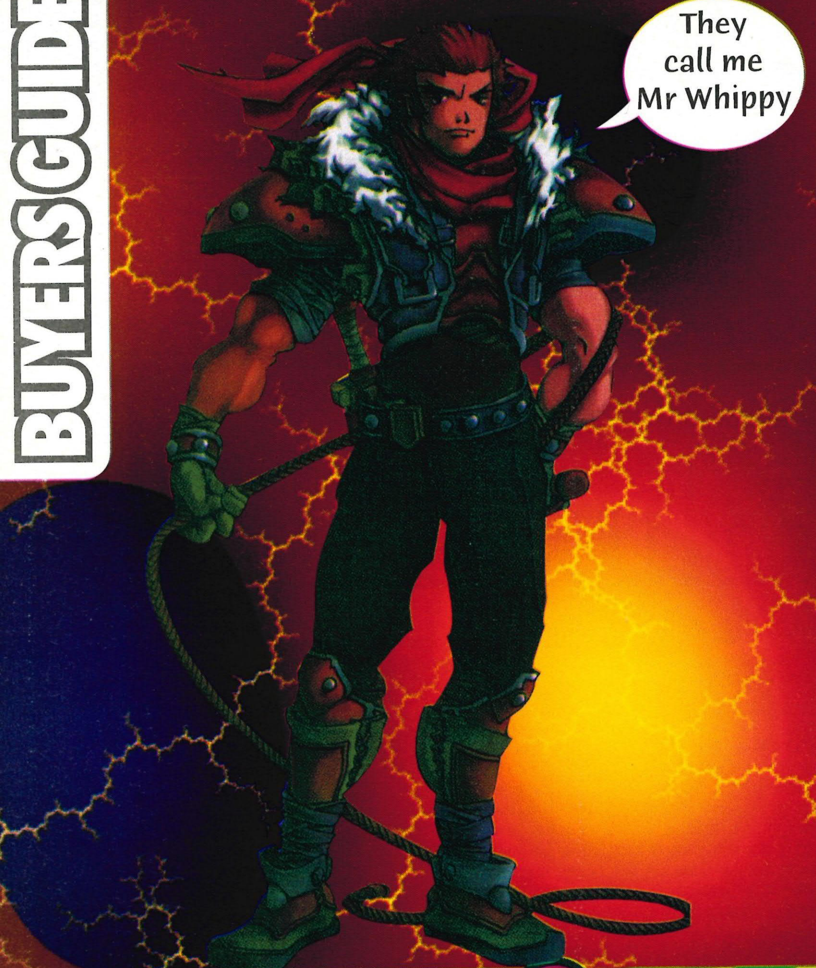
Chameleon Twist — 74%

Sunsoft/ Ocean

A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly for the average gameplayer due to a ridiculously easy difficulty level. But it's great fun while it lasts.

Issue 3, Jan '98





Super Mario 64

94%

Nintendo

The best video game ever? It's certainly up there as one of the finest. This is a true classic in every sense of the word and takes all the best bits from previous Mario games and beautifully adapts them into a highly detailed 3D world. Mario 64 took platformers to the next generation and every N64 owner should have a copy of this in their collection.

Issue 1, Dec '97



Sore Thumb Award winner

Yoshi's Story

88%

Nintendo

Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. Very easy to complete, but the huge amount of hidden objects and special ways to score enhance its longevity. It's designed for younger kids, but still take a look if you're into platformers.

Issue 8, Jun '98



Gex

75%

GT Interactive

A nice attempt at a 3D platform game with a quirky sense of humour. Gex subverts all your favourite film and television shows by starring a wisecracking gecko that runs around making fun of everything from Star Wars to Bugs Bunny. It's a shame that the average graphics, sloppy controls and poor camera angles ruin all the good fun. Try something else.

Issue 14, Dec '98



Iggy's Reckin' Balls

68%

Acclaim UK

An original mixture of platform game and multi-player racing as you take control of a ball and race around a 3D course made of platforms. The ideas original but in this instance the actual game turned out to be a dull affair with a very limited lifespan. A nice concept, but it's a shame that the final version wasn't as good as our expectations.

Issue 13, Nov '98



Mishief Makers

80%

Enix

A wonderful 2D platform game like you've never played before. Control Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. The insane plot compliments this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible. Worth getting if you see it going for a good price.

Issue 3, Jan '98



Starshot: Space Circus

85%

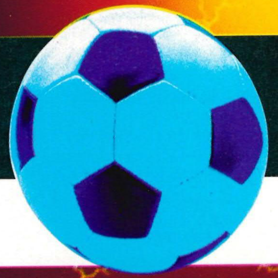
Infogrames

The Space Circus puts on the greatest show in the known Galaxy. You're Starshot, the Star Juggler, but your job's under threat from the Evil Virtua Circus who are taking over your business. It's up to you to scour space for some new oddities for the Circus. This is a truly bizzare with a wicked sense of humour and some wonderfully designed characters.

Issue 15, Christmas '98



SPORTS



Footy: ISS '98 96%
Rounders: NBA Pro '98 65%

All Star Baseball

90%

Acclaim

Serious baseball action reaches the N64 with the best graphics ever seen. Everything is in crystal clear, super sharp hi-resolution earning All-Star Baseball a well deserved stamp of approval. But, it was a bit too serious for some of the team who prefer Ken Griffey's game of ball. Well worth getting if you're into baseball as the level of realism is outstanding.

Issue 10, Aug '98



Sore Thumb Award winner

All Star Tennis

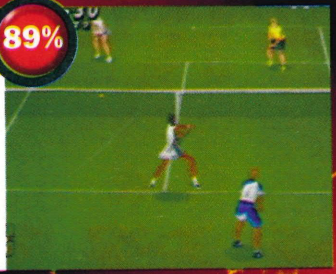
NEW ENTRY

89%

Ubisoft

The second top tennis game to arrive on the N64 forced the whole team to stop and try to beat Steve 'Mr Tennis' McNally. Once again we all failed as he smugly smashed the ball past us every time. It's much more realistic than Centre Court Tennis, but we found it less entertaining (probably because you can't play strip tennis). Great stuff for tennis fans though.

Issue 19, April '99



Centre Court Tennis

90%

Nintendo

Top tennis action that'll have your thumb twitching for days! Realism is shunned in favour of a cartoon-like approach that makes the game wonderful to play. It's easy to control and with practice the control stick allows for serves and returns to be placed with pinpoint accuracy. And if that's not enough, you can play strip-tennis and steal each others clothes! Good stuff.

Issue 18, March '99



Sore Thumb Award winner

FIFA '98: RTWC

87%

Electronic Arts

A vast improvement on its predecessor. FIFA 98 is the footy game that FIFA 64 should have been with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more real teams and players than you could shake a stick at. ISS is slightly better, but EA deserve a lot of credit for turning FIFA around. This deserves every success.

Issue 4, Feb '98



FIFA '99

93%

EA Sports

FIFA finally gets the thumbs up from the N64 Pro team. With incredibly sharp graphics, realistic gameplay and all the official teams and players (from the leagues this time). This is a football fan's dream. Unless that football fan already has ISS '98, which still gets the nod from most of us. But both games are footy-tastic and if you get FIFA '99 you won't be disappointed.

Issue 18, March '99



ISS '64

90%

Konami

Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this is a footy fan's dream. Only bettered by its (very similar) sequel but still a fine game to own.

Issue 1, Dec '97



ISS '98

96%

Konami

No game has caught our attention and sucked up our time more than ISS '98. The best football game ever made represents an almost perfect rendition of the sport. A wealth of features complement the fast paced gameplay. You'll be hooked on finding new tactics and ways to score. Video games don't come better than this so go out and buy it – NOW!

Issue 12, Oct '98



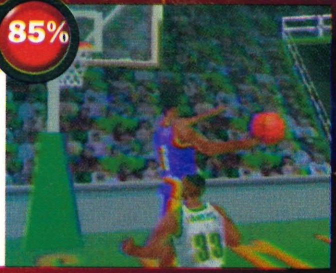
Kobe Bryant In NBA Courtside

85%

Gametek

The first game to appear under the Nintendo Sports label finally gives basketball the treatment it deserves. More serious than Hangtime and less fuzzy than NBA Pro, this is a fun, action packed and easy to play basketball game that balances serious sport with playability. If you're into basketball then take a look at this.

Issue 9, Jul '98



Madden '98

90%

Electronic Arts

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a Sore Thumb Award. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay. A truly brilliant game that perfectly captures the American sport. The only problem is Madden '99, reviewed this issue

Issue 3, Jan '98



Madden '99

92%

Electronic Arts

Madden '99 takes American Football and kicks it to such high standards that the rest of the world might as well go home. Madden's always been the best at American Football, but this all singin' and dancin' hi-resolution version even makes even the wonderful Madden '98 look out-of-date. The N64 shows the world how to bring a sport to life. Join the rush to buy this game!

Issue 15, Christmas '98



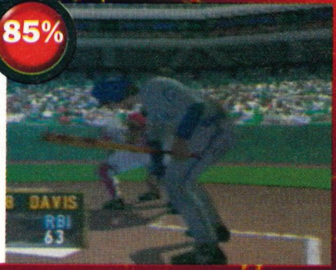
Major League Baseball

85%

Nintendo Sports

Another baseball game storms into the Pro office and joins the long line of games depicting the American version of rounders. Less serious than All-Star Baseball (its main competitor), and the graphics aren't as good. But in many ways this is much more fun to play. The gameplay shines and has won Ken Griffey many admirers. Take a look if ASB seems too serious for you

Issue 11, Sep '98



Nagano Olympic Hockey

84%

Midway

Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics, but very little else. It's just as good as it ever was, but we're getting a bit tired of seeing exactly the same game appear every couple of months with just a few tweaks. Good fun but, NHL Breakaway '98 is a better game.

Issue 7, May '98



Nagano Winter Olympics

90%

Konami

Track n' Field heads north in this snow bound sporting spectacular. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (I'm being serious). A bit drab in the one player mode, but two or more players will find a great game that held up work in our office for days.

Issue 5, Mar '98



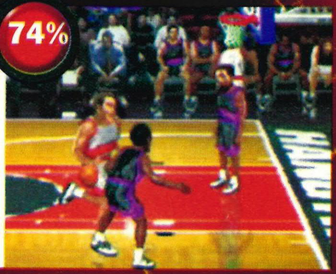
NBA Hangtime

74%

Midway

What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. Great for arcade enthusiasts with gravity defying moves and exploding baskets. But basketball fans should go for Kobe Bryants game of ball.

Issue 1, Dec '97



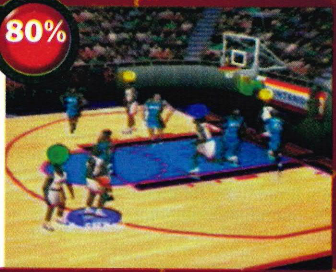
NBA Jam '99

80%

Acclaim

Realism is taken to new heights in this new version of basketball. All the teams, players and enough stats and player trading to send your brain into a coma. The game itself is pretty good with a useful system of passing that assigns a button to each player, allowing you to chuck the ball around at will. But it's really one for hoop addicts with the realism annoying non fans.

Issue 17, Feb '99



NBA Pro 98

65%

Konami

The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. All the teams and players are fully represented but the graphics are so blurry that any detail is lost in a sea of fuzz. The game itself is very tedious and you're left wondering where your money went. Go for Kobe Bryant instead and you'll be much happier.

Issue 17, Feb '99



NFL Quarterback Club

86%

Acclaim

Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the first games to use the stunning hi-res mode on the N64. It looks beautiful but despite its pretty face it just doesn't play as great a game as Madden. Even so this is a fine game to own.

Issue 3, Jan '98



NFL Quarterback Club 99

84%

Acclaim

Incredibly, this game manages to look even better than last year's visual feast. Lovingly rendered in hi-res detail, this has to be one of the best looking games ever. Underneath all the graphical trickery is a solid American football game with loads of stats and plenty of realism. We still prefer the gameplay found in Madden, but fans'll be pleased with either game.

Issue 16, January 99



NFL Blitz
89%

GT Interactive

American Football with a difference. The difference being that it's actually fun, even for people who wouldn't know their Pro-Form setup from the posts. It looks and plays superbly with fast moving graphics, furious violence and gameplay that's simplicity itself (which is both a good and bad thing). Despite our fears over longevity this remains a firm office favourite.

Issue 14, Dec '98

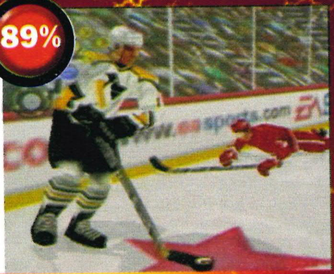


NHL '99
89%

Electronic Arts

Ice hockey makes yet another appearance on the N64 and still remains a firm office favourite. The violent combo of ice skates and large wooden sticks make this one of the best sports ever. NHL '99 recreates the atmosphere of an ice rink thanks to the wonderful sound effects and superb graphics. The game is less frantic than Breakaway, but great fun anyway!

Issue 15, Christmas '98



NHL Breakaway
90%

Acclaim

The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64. The graphics are amazing with highly detailed, well animated hockey players. Breakaway perfectly captures the spirit of an ice hockey match and it plays like a dream. Like all the best games it's easy to get into but difficult to master. Great stuff!

Issue 7, May '98


Sore Thumb Award winner

NHL Breakaway '99
68%

Acclaim

Ice hockey is brought back to life in Breakaway's second outing. Comparing it to the last version though is a bit like playing a spot-the-difference competition. Exactly the same game has been released with hardly any difference whatsoever, so you'll feel mugged if you buy both versions. It's good, but it got such a low score because of the lack of any changes.

Issue 17, Feb '99



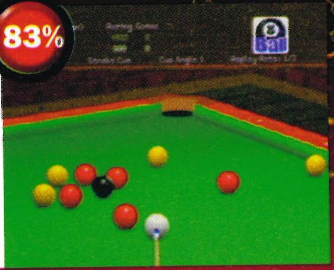
VR Pool
NEW ENTRY

83%

Interplay

Ball whacking fun aplenty in the N64's first ever rack'em-up. The physics are incredibly realistic as the game perfectly simulates the effect of knocking balls around with a pointy stick. You can play loads of different types of pool with either English or American rules. And the control stick gives you perfect control over the cue. But it's still a bit dull, even in multi player.

Issue 19, April '99



Waialae Golf
69%

T & E Soft

Head for the green and whack balls around all day long with this rendition of one of the most leisurely sports. Unfortunately a good walk isn't the only thing that's ruined by this game. The gameplay is shoddy and and the graphics are rubbish. This is the first golfing game to appear for the UK N64, but it's certainly not the last. So hang on for a bit longer.

Issue 13, Nov '98

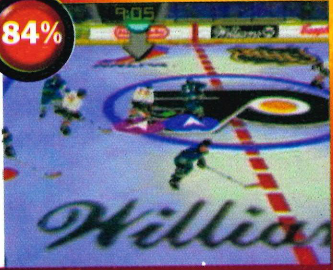


Wayne Gretzky's 3D Hockey
84%

Midway

This is a lightning-paced ice hockey game that mixes sports simulation with arcade action and plays at over 100 mph. The single player game is great fun, but for a real treat get some mates 'round for the four player game. It's almost as much fun as ISS '98. Whilst this isn't the best sports game on the N64, it's still a lot of fun and well worth checking out.

Issue 2, Xmas '97

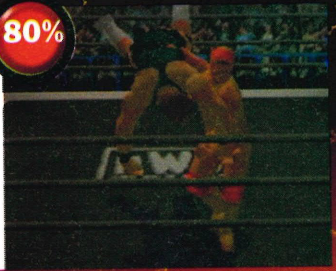


WCW vs. NWO
80%

THQ

Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

Issue 4, Feb '98

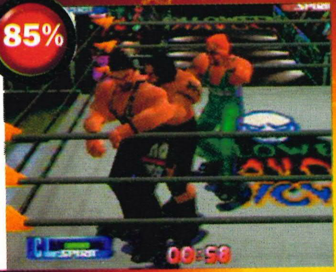


WCW/NWO Revenge
85%

THQ

Wrestling storms back onto the N64 and the fight between WCW and WWF Warzone continues unabated. The graphics are as stunning as ever and there's more detail on these burly blokes than on any other sports game. The gameplay is similar to the original and you still have to work up the crowd to get yer special moves. Check it out if yer a wrestling fanatic.

Issue 15, Christmas '98

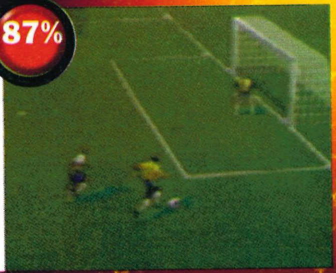


World Cup '98
87%

Electronic Arts

The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: RTWC, so we have doubts about buying the same game twice. Still, it looks good and has a realistic feel thanks to the official license. There's also a Classics mode where you play teams from the 1960's. Good, but not as great as the almighty ISS '98.

Issue 8, Jun '98

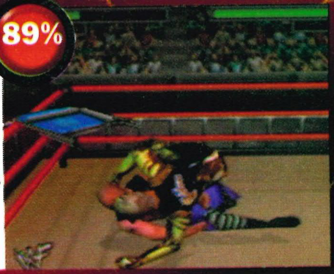


WWF Warzone
89%

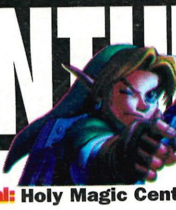
Acclaim Out Now

The third representation of wrestling on the N64 has plenty of little touches that are sure to keep you amused (and I'm not just talking about the Lycra pants). You can even design your own wrestler in a terrifying mixture of beast-creator meets Barbie clothing simulator. Jokes aside, this is a seriously good wrestling game with great graphics and good controls. Worth getting.

Issue 13, Nov '98



RPG/ADVENTURE



King of the Castle: Zelda 64 98% **Dirty Rascal:** Holy Magic Century 60%

Holy Magic Century
60%

THQ

Take control of (the life of) Brian and guide him through his quest to find his father. Using the four elements of earth, wind, fire and water you can cast a wide variety of spells. Good graphics and a novel fighting system help keep it from completely dying. But the story is duller than Noely's diary and let's face it, Zelda kicks its arse all around the castle!

Issue 17, Feb '99



Mission: Impossible
92%

Ocean

After countless delays this game sneaked out of high security and was exposed as surprisingly good after all. But it's not a bit like GoldenEye so don't get too excited. This adventure will tax your mental ability more than your trigger finger (which is why it's here and hangin' out with the shooters). The graphics vary betwen great and bland but the game is fun and challenging.

Issue 12, Oct '98

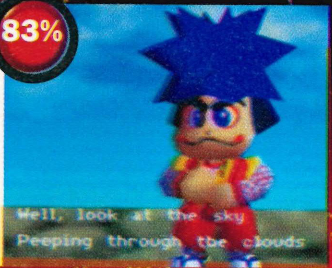

Sore Thumb Award winner

Mystical Ninja Starring Goeman 83%

Konami

This is a weird one and no mistake. Guide Goemon around a surreal 3D world whilst talking to people about the large peach-shaped UFO that has invaded their world. The Goemon series has been praised for its inventiveness and the wealth of mini-games in this version is no exception. Only let down by the amount of time you have to spend plodding around.

Issue 7, May '98



Mario Party 87%

Nintendo

A fantastic four player board game that's brought to life with the power of the N64. Get four pads and you'll never tire of playing the 50 different sub-games all tied together by a main dice rolling level. It's a great laugh and so easy to play that your granny and five year old brother could fight it out. But don't ever try playing it alone, you really need your mates round.

Issue 19, April '99



Sore Thumb Award winner

Zelda 64: The Ocarina of Time 98%

Nintendo

The best game ever made! You control Link through a massive adventure as he attempts to rescue Princess Zelda and save Hyrule from the terror of the evil Ganondorf. Zelda's got it all: amazing visuals, fantastic sound, addictive gameplay, a great story and a huge world so lovingly crafted it feels real. If you only ever buy one more game in your life, buy Zelda.

Issue 16, January '99



Sore Thumb Award winner

Pilotwings 64 91%

Nintendo

Up there with ISS 64 as the N64 Pro team's favourite N64 game. Hours of pleasure as you perform hang-glider, rocket belt and gyrocopter missions. It's got a somewhat sedate pace at times but don't be fooled into thinking this is boring. As the missions progress it become manically hectic as you bomb around the skies trying to complete the game. Wonderful!

Issue 1, dec '97



Sore Thumb Award winner

MISCELLANEOUS

Top Boss: Pilotwings 91%
Fool and the Gang: Rampage World Tour 33%

Rampage World Tour 33%

GT Interactive

Up to three players take control of George, Ralph and Lizzie to run around causing as much mayhem as possible when you're a 30 foot high Noely look-a-like. Whilst this game was 'monster' in the eighties it now has all the charm of a drunken flesh eater with bad breath. Blast Corps is a far better game of manic destruction. Leave this in the past.

Issue 9, Jul '98

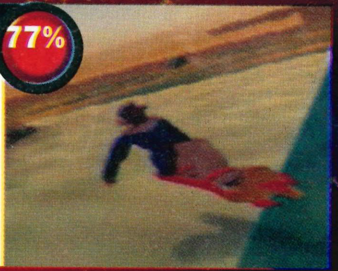


Air Boarders 77%

Human

Swap realistic skateboards for Back To The Future II style hovering jet boards and head to the stunt park. Excellent graphics with well animated characters and huge tracks that are lush and packed with detail. Good fun, but the lack of a race option seriously limits its longevity. Worth looking at if you're after something different, but not a patch on 1080.

Issue 8, Jun '98



Blast Corps 84%

Nintendo

Cause wanton destruction on a global scale with this smashing game from Rare. Use military specification demolition vehicles to clear a path for a runaway nuclear missile carrier, and destroy absolutely everything in its way. The graphics are excellent, it's refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

Issue 1, Dec '97

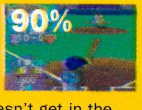


IMPORT

The Import gang are a moody bunch and refuse to play without a working converter!

The Best...

Famista 64 90%



A wonderful cartoony baseball game that plays like a dream. The Japanese text doesn't get in the way either. Great!

Let's Smash 90%



Top-notch tennis action with a cartoon look and feel. You can even dress up the players and play strip tennis!

...And the rest

Alice In Trump World 64 68%
Desperately odd game which sees Alice (in wonderland) talking in Japanese and playing a variety of card games. Avoid!

Augusta Masters 80%
Not a bad attempt at golf that entertained us for a while. Far from perfect but still a great laugh with two players!.

Choro Q 48%
A similar game to Mario Kart but the Jap text ruins the game. This'll be released in the UK as Penny Racers so wait 'till then.

Dezaemon 3D 20%
Shoot'em-up construction kit that falls on its face because of the Japanese text. Wait until an English version is released.

Fire Electric Pen 60%
N64 version of the classic 'guide the hoop along the wire without touching the sides' game with mad Japanese speech.

GASP: Fighters NEXTream 70%
Not the best fighting game ever made but fairly good fun anway. Go for Fighter's Destiny or MK4 instead.

Jeopardy 38%
American quiz show where a host gives the answer and you give the question. But it's too Americanised for most people.

NASCAR 78%
A good rendition of a fairly dull car race. Bulky American monsters race around oval tracks. It gets boring after a while.

Oozumo 75%
Head slappin' fun is to be found in this manic rendition of sumo wrestling. It may be a bit basic, but it's a great laugh.

Powerful Pro Baseball 5 69%
Big Head Baseball action lands on the N64 and gets a cautious welcome from us. Cute and fun but Famista is better.

Pokemon N/A
Noely didn't give this a score because the Japanese text ruins it. Wait for the UK version of this fighting Tamogatchi game.

Puyo Puyo Sun 64 70%
Guide your coloured blobs as they fall and try to match like with like. Great two player game but a bit dull if you're on your own.

Super Robot Spirits 47%
Limited Gundam beat'em-up where huge robots with little people in their heads kick the shiny bolts out of each other.

Star Soldier 35%
Pathetic attempt at a 2D shoot'em-up that looks incredibly dated on the N64. And it's far too easy to complete so steer clear.

Susume 77%
Blobby Tetris is good thanks to lots of neat little sub games that make up for the simplicity of the main game. Check it out!

Tohkon Road 72%
Japanese wrestling game that lacks all the fun of WWF or WCW because it doesn't have the famous personalities.

Virtual Hiryu No Ken 80%
A beat'em-up with two different modes: normal and super deformed (stumpy characters). Good fun!

Wheel of Fortune 59%
There's a lot of good fun (for all the family) to be found in this American quiz show. Not great, but better than Jeopardy.



NEXT MONTH...

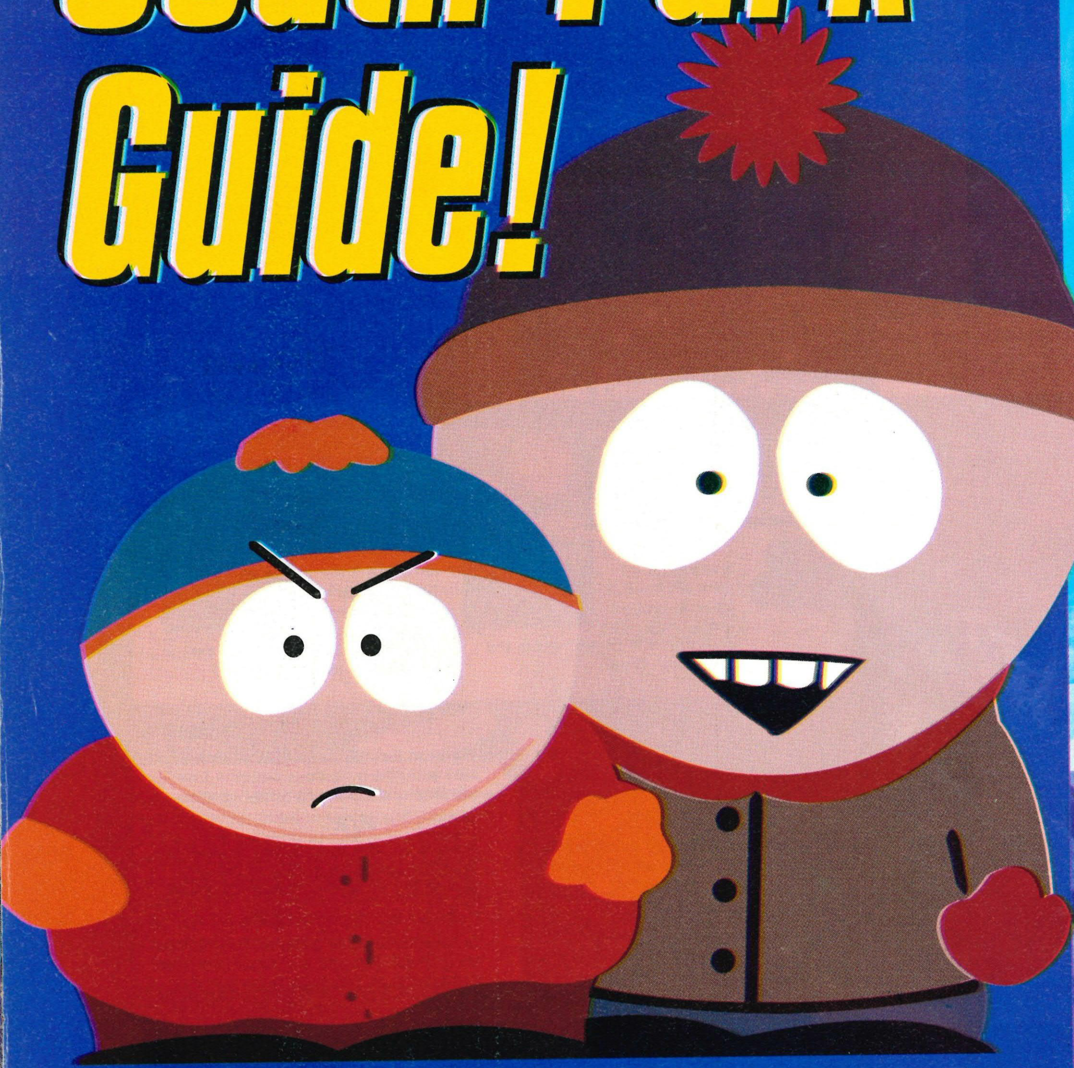


Quake II

The ultimate fragfest's coming on strong with the force of a hurricane! Boomstick's agogo!



South Park Guide!



Woah dude! A massive guide all about us? With maps and everything? Dude! Sweeet!

Issue 21 on sale 29th April

REVIEW

BLUEPRINT

Twelve Tales: Conker 64

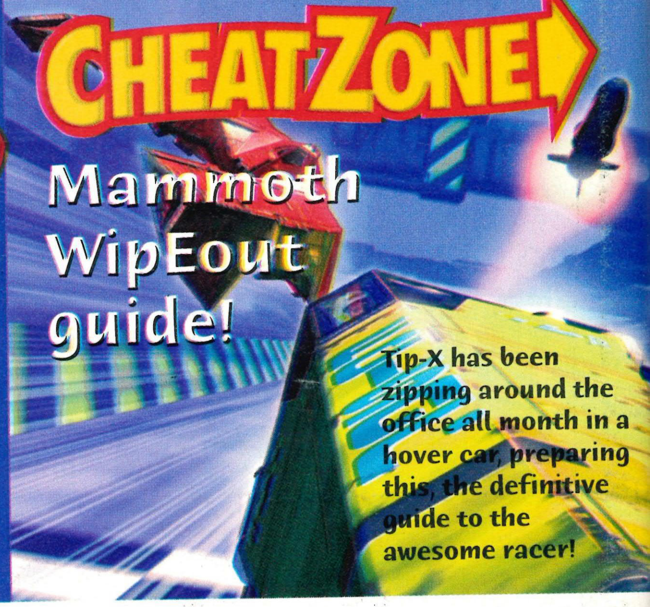


Dogged by problems or just having a final spit and polish? Find out next issue!

Tokyo Game Show

We're off to the Land of the Rising Sun to bring you the hottest happenings from the greatest game show on Earth!

CHEAT ZONE



Mammoth WipEout guide!

Tip-X has been zipping around the office all month in a hover car, preparing this, the definitive guide to the awesome racer!

Editor: Steve McNally **Art Editor:** Jim Eagers **Reviews Editor:** Paul Noel **Staff Writer:** Mark Hattersley **Art Asst:** Nicky Harding **Production Editor:** Lewis Pek **Art Director** Dean Wilson **Illustrator:** Kevin Hopgood **Contributors:** James Cannon, Michelle Hunt, Alex Lee **Managing Director:** Ian Bloomfield **Publisher:** Carol Ann Barrett **Publishing Director:** Robin Wilkinson **Managing Editor:** Paul Roundell **Circulation Director:** David Wren **Group Ad Manager:** Lisa Jo Oliver **Console Account Manager:** Angela Wilkinson **Product Co-ordinator:** Jane Comber **Scanning:** Mark Forbes **Production Controller:** Barbara Newall **Production Manager:** Alan Capper **Systems:** Nic Moran **N64Pros @** IDG Media Freepost, Macclesfield SK10 4YE **T:** 01625 878888 **F:** 01625 879967 **Issue 21 on sale 29th April**. **Thanks to:** Big Shauny Goater & Burnley's defence, Stench's multiple personalities, Eminem's Slim Shady album, Pam Stewart, Kev, Jon.

IDG MEDIA

Global Vision Total Knowledge

IDG Media, publishers of PC Home, PC Advisor, Windows Expert, PlayStation Pro, PC Basics, PC Games Solutions, PlayStation Zone, N64Pro, Planet PlayStation, Mac World and Didgit.

IDG worldwide informs more people about information technology than any other company and is the leading global provider of IT services, publishing over 285 computer publications in 75 countries, 500 book titles and exhibitions including E3, Plus research from International Data Corporation.


Manic Mayhem & Full On Fun...
8 can play that game.
• Round up your mates and go totally wild in mini-sized cars.
• Drive like mad all over the house... rip across the breakfast table, devastate the dining room, smash up the chemistry lab, tear up the snooker room...
• Grab your weapons, find the force fields, and fireballs and send your opponents crashing to oblivion...
• The all out, no holds barred, fun fuelled racing game where up to eight can play on one, full screen.
Micro Machines 64 Turbo.
Play it.
NOW AVAILABLE ON
NINTENDO 64
THE ULTIMATE MULTI-PLAYER RACING GAME.
Codemasters
Micro Machines
64 TURBO
www.micromachines.co.uk
© 1999 The Codemasters Software Company Limited. "Codemasters" All Rights Reserved. "Codemasters"® is a registered trademark owned by Codemasters Limited. Micro Machines is a registered trademark owned by Galoob Toys, Inc. Codemasters is using the Micro Machines mark for this product pursuant to a licence. Codemasters is not affiliated to Galoob Toys, Inc. "N" ™ and ® are trademarks of Nintendo Co. Ltd.